

# GAME BOY EXCITEMENT

# GB ACTION

JULY 1995 £2.50



**Can Acclaim  
set the GB  
World on fire  
again?**

**Mind game special:**

**Tetris II**

**Mystic Quest**

**Zelda: Link's Awakening**

**AND MORE!**

**TE**  
TOURNAMENT EDITION



MEGADRIVE, MEGA-CD, 32X AND SATURN GAMING FROM AROUND THE WORLD

# MEGA

ISSUE 34

JULY 1995 £2.50



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THEME PARK GUIDE*

**JULY ISSUE  
OUT NOW**



# GB ACTION

Dear readers,  
we're back with all the usual fun packed Game Boy related stuff for you to cast your gaze over and even read if you feel up to it. This month we've got the first part of our puzzler special. This is not the last puzzler special you'll see we hope to bring you another selection of these tricky little games in a few months time. We've also got a full review of the new N B A Jam Tournament Edition. It's a real corker and it's probably going to sell fast so if you fancy a copy get down your shops fast before it goes.

We also decided this month to look at three adventure games. There's Zelda which is possibly the best game ever to appear on the little yellow screen, Mystic Quest and Milon's Secret Castle. The first two are being marked down in some shops so present the perfect opportunity to get hold of good games at a bargain basement price. Due to this we thought we'd check them out to see how good they really are. The third of these games, Milon's Secret Castle is one of those games that has slipped through the net and really been forgotten about. Is it worth buying? Well read on and you'll see.

We have of course still got our rather excellent letters page for

you to air your views to the world. Please do keep your letters coming as we do like to know what you think, and who knows you could end up getting yourself in print, mm not bad eh? Something to show your friends. Next month we'll continue to bring you the very best in the Game Boy world with our usual style and panache. We've got a Helicopter Gunship special lined up and it involves some serious carnage. Anyway read on and enjoy,

**Toby Gunton, Editor.**

**Marcus Lane**

I'm still here just. Clinging on by my teeth, and this month I've had three corking games to get my teeth into. Zelda, Mystic quest and Milon's secret castle. The first one is superb as we already knew, as for the other two, well you'll just have to read what I have to say. Oh! remember to keep sending my editor fan mail for me.

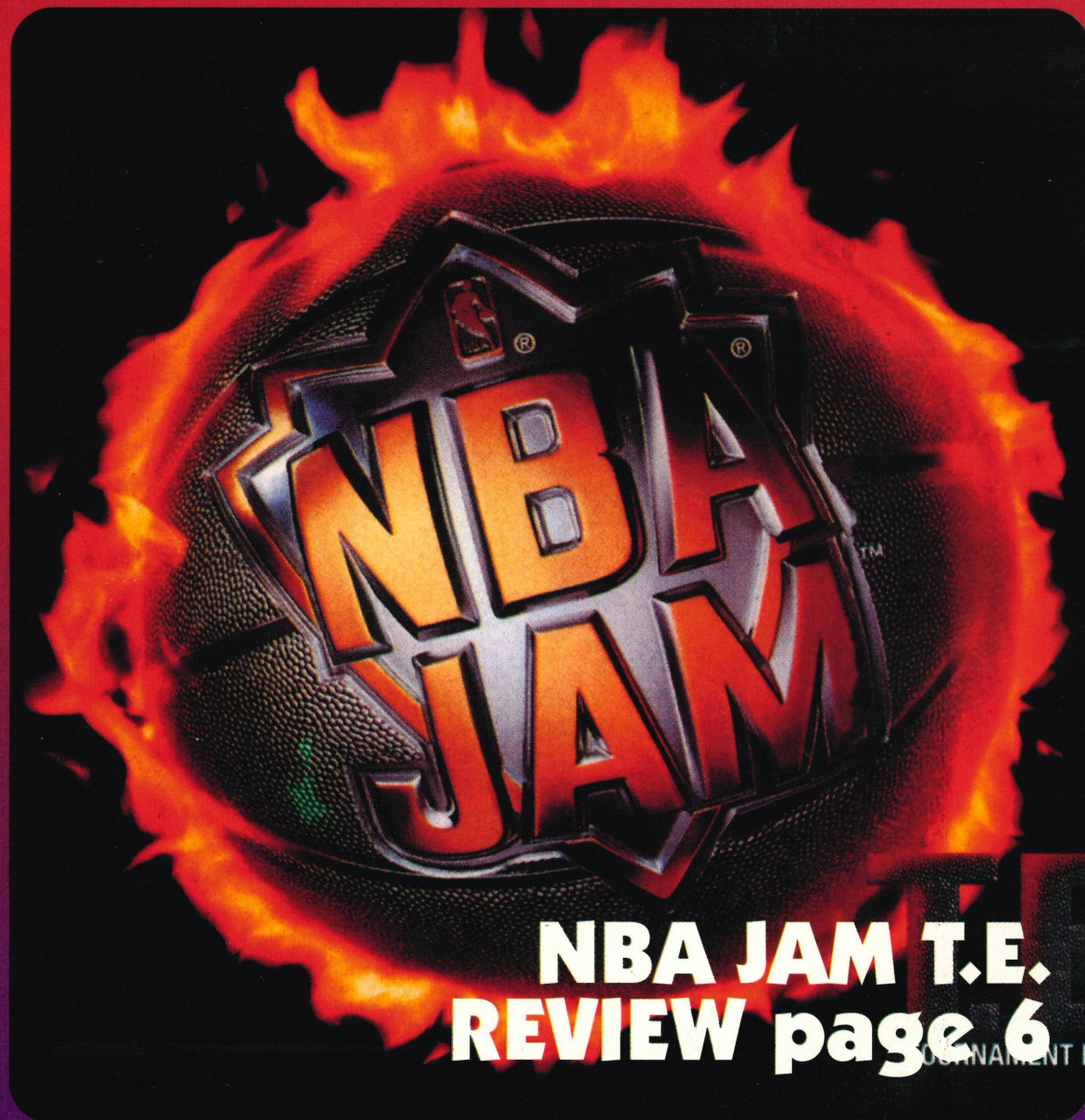
**Richard Attock**

OOOoo, Lucky me I've had N B A Jam Tournament edition to take a look at me. To be honest this is a very good game, But then you'll soon see that for yourself because I'm sure even if you don't buy it one of your friends soon will.



# GB ACTION

## PURE COLOUR GAME



### 6-NBA JAM

#### TOURNAMENT EDITION

We take a serious look at a very serious game. Yes it's the long awaited tournament edition.

### 10-PUZZLERS

Only the start of our puzzler special. We look at Tetris two, is it a worthy replacement for the time honoured original. We also look at Kirby's Pinball land with our little fat friend Kirby.

### 18-ADVENTURE GAMES

We look at two older adventure games that are going down in price and one game that seems to have been forgotten.

### 18-THE LEGEND OF ZELDA (LINKS AWAKENING)

### 22-MYSTIC QUEST

### 26-MILON'S SECRET CASTLE

### FEATURES

30-More of your views are aired in the letters page.

31-More Manga.



# LOW

## ME BOY EXCITEMENT

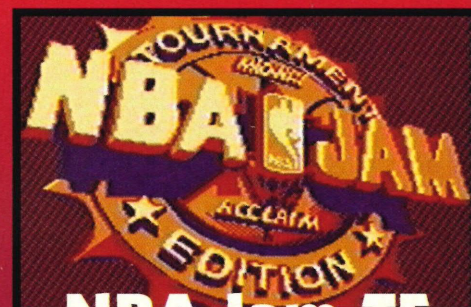
### BRAIN BASHING SPECTACULAR!



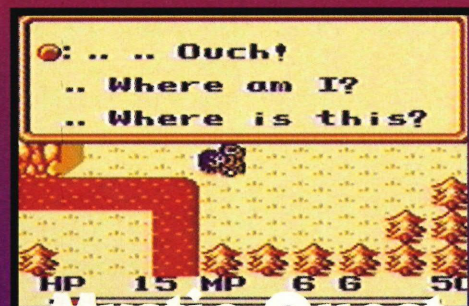
**Tetris 2**  
page 10



**Zelda**  
page 18



**NBA Jam TE**  
page 6



**Mystic Quest**  
page 22

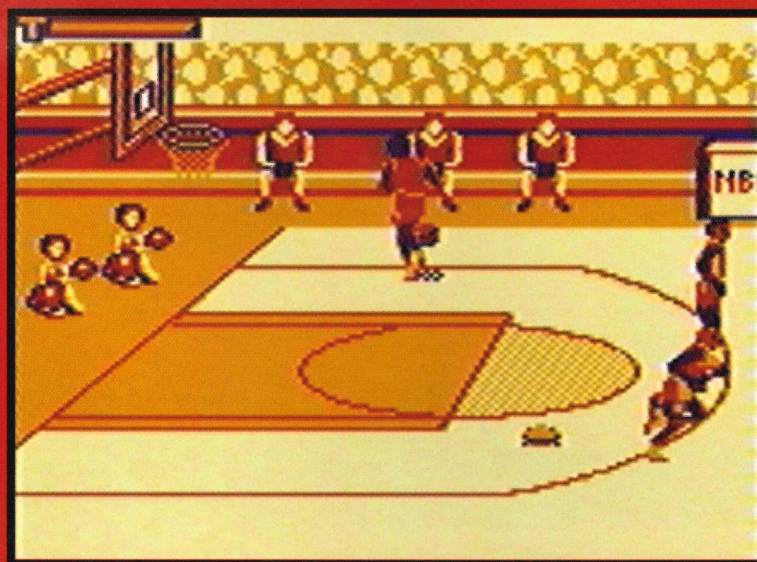
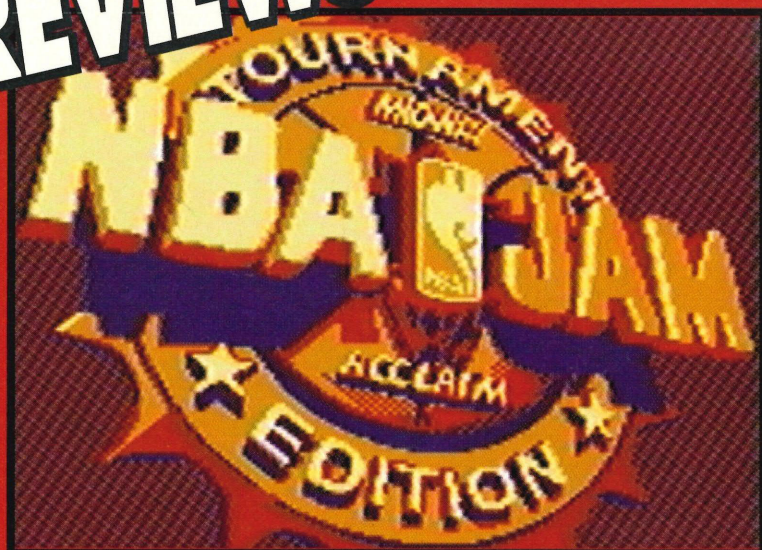


**Milton's Castle**  
page 26



**Kirby Pinball**  
page 14

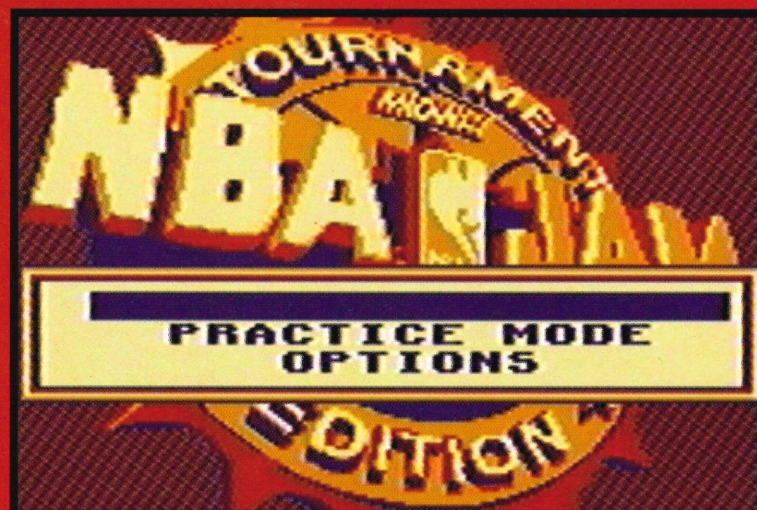




# NBA JAM T.

Oh yes it's here at last. The new N B A Jam tournament edition and it's all it promised to be with over 100 superstars mmm sounds good to me and for a portable play it's not to bad at all.

**B**y the time you all read this N B A Jam THE Tournament edition will be in the shops for you to purchase. however the first thing you want to do is take a good look at this review coz it'll tell you all there is to know. Here you are with all the twenty seven teams that are in the N B A League. Lets face it basketball is a pretty rapid game even if it is under represented in this country. In the states it's absolutely huge and with our constant cultural raiding I'm sure that it won't be to long before you find it on all our T V screens at far more regular intervals. This game has all the stars even if their names mean as little to you as they do to me. I mean, who are Scottie Pippen, Patrick Ewing, Hakeem Olajuwon. As for that who the



hell are the Rockets and the Blazers. Well they mean nothing to me but to be fair I'm sure they mean as much as Man U or the Gunners to the millions of Americans in the states. Generally what I'm trying to get

at is that this is a huge sport and there has to be a reason for this. If you get a chance to see a top game then do because this is like no school basketball game, this is N B A Jam, A serious piece of sporting history

and one that'll last. When you kick off you will find that you immediately have three options. The first is start game then practice and then options. To be honest it's not a bad idea that you spend a bit of time in

**"who are Scottie Pippen, Patrick Ewing, Hakeem Olajuwon?"**

that time honoured Practice mode as this game takes a little while to really get to grips with and can be a pain. This is however to be expected from any game that tries to cram all the excitement of a great sport into our little beige (and now of course red, blue, black and transparent) portable palm pleaser. So with



a limited two buttons and at a push a start any select button you will find that the games companies have to work pretty hard to do good conversions. Any way back to the point you will in the practice mode be able to do exactly that. Have a go at sorting out those all important flashy moves that always that in the movies when there's a tie always win games. You can also get your passing flowing.

There are only two players on each side which kind of limits the game

## Cast of a thousand characters

### FEATURES MENU:

TOURNAMENT MODE: OFF

SHOT CLOCK 24 SECS

OVERTIME 3 MINUTES

HOT SPOTS: OFF

POWERUP ICONS: OFF

JUICE MODE: OFF

GAME MUSIC: ON

### OPTIONS MENU

AS	ATLANTA	BOSTON
ER	CHARLOTTE	MIAMI
TON	CHICAGO	NEW JERSEY
ESOTA	CLEVELAND	NEW YORK
ANTONIO	DETROIT	<del>BALTIMORE</del>
ES	INDIANA	PHILADELPHIA
	MILWAUKEE	WASHINGTON

HARDAWAY 1		GRANT	
SPEED: 9	POWER: 2	SPEED: 6	POWER: 9
3PTS: 8	STEAL: 7	3PTS: 1	STEAL: 2
SHOVE: 2	BLACK: 4	SHOVE: 2	BLACK: 9
CH: 7		CH: 7	

GOLDEN STATE	DALLAS	ATLANTA
LA CLIPPERS	DENVER	CHARLOTTE
LA LAKERS	HOUSTON	CHICAGO
PHOENIX	MINNESOTA	CLEVELAND
PORTLAND	SAN ANTONIO	DETROIT
SEATTLE	UTAH	INDIANA
SACRAMENTO	ROOKIES	MILWAUKEE



### OPTIONS:

TIMER SPEED: 3 (NORM)

DRONE SKILL: 3 (NORM)

TAG MODE: OFF

CPU ASSISTANCE: ON

CONTROLLER CONFIG

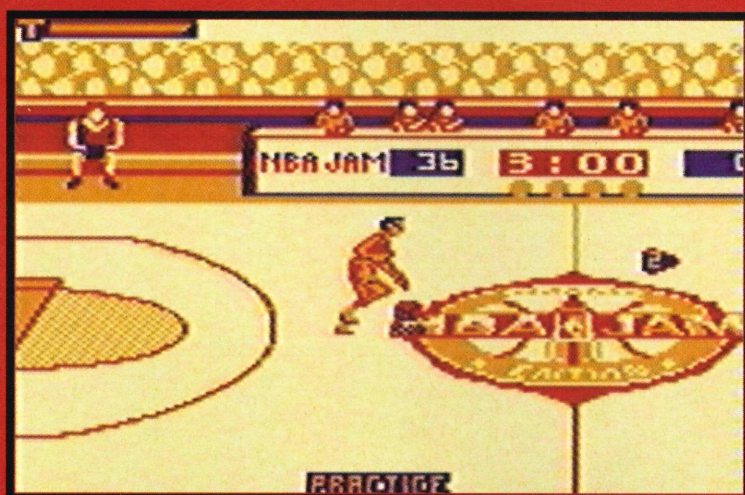
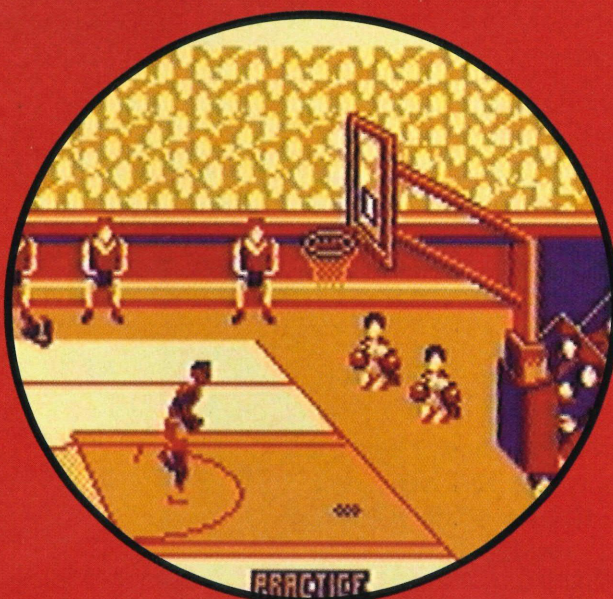
SHOOT : BUT B (1)

PASS : BUT A

TURBO : START

FEATURES MENU





dodgy. Oh well you can't have it all can you. Despite this it's still a pretty good game and you'll find that it's a laugh if you like the sport.

When you start you'll find that it's possible to play as either the home team or the away team. You can also decide which player you wish to be as you can choose the number of the player. Three and four are the home players and play from right to left and vice versa. So it's simply up to you to make the choice. There are however a few other bits and pieces that you have to sort out before you actually get the chance to 'jam'. Firstly you will be asked to enter your name and this will be followed by a request to enter a password that will keep your record and this means you don't have to start again every time that you need a break. After this you have the enormous task of selecting your team for a bit of jamming. You get to choose your team out of groups of three players or more and of course there are the

teams of the league, all twenty seven of them. You will find that you are presented with all the facts and figures for each player and this means that you can make a reasonable judgement about which player to choose.

The information is presented under several headings that include some confusing abbreviations such as "3 PT" which is basically how good a player is at shooting from a long distance and actually scoring. You also

get stats on speed, strip or tackling, blocking clutching, power and passing. The stats are actually quite useful but it seems to be a while before you know how to make the most of them. The options menu allows you to







**Tournament Edition Features:**

Updated team rosters with at least 3 players from each team. 25% of NBA now included!

Player attributes

set up the game as you wish. You can change the game length and you can set the difficulty levels from anything between one and five. One interesting option allows you to decide whether you want to control just

one of your players for the entire length of the game or whether you wish to be in control of which ever player actually has the ball. This is pretty good as it means that when you start off you only have to worry

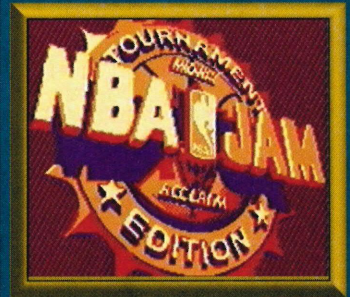
about one player and then as you get better you can use both players and really make the most of the combination of players that you have chosen. There is also a mode that stops you getting completely thrashed by slowing down your opponents to your level. The game is really quite playable as there isn't too much for you to worry about. You will also find that on certain options you get given icons that provide you with what can only be described as a variety of power ups

One icon is a bomb and this blows up every one on the court

allowing you to pull off amazing dunks, extra speed or even one that sets you on fire allowing you to really make the most of your abilities. One icon is a bomb and this blows up every one on the court except for the person who gets it, so, make sure it's you. The game is really fast and it's not that easy to tackle or block but shooting is quite easy so you soon notch up quite a score. But so do your opponents and that can be quite a drag. You have four quitters and it's possible to make substitutions after each quarter however you may well find that it's a pain to sort this out.

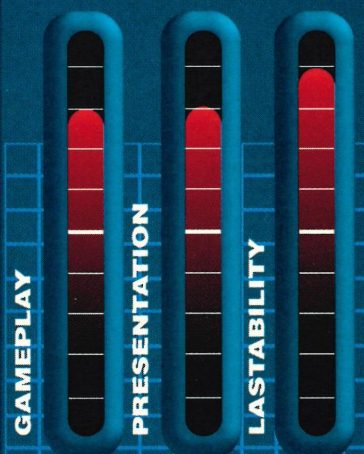
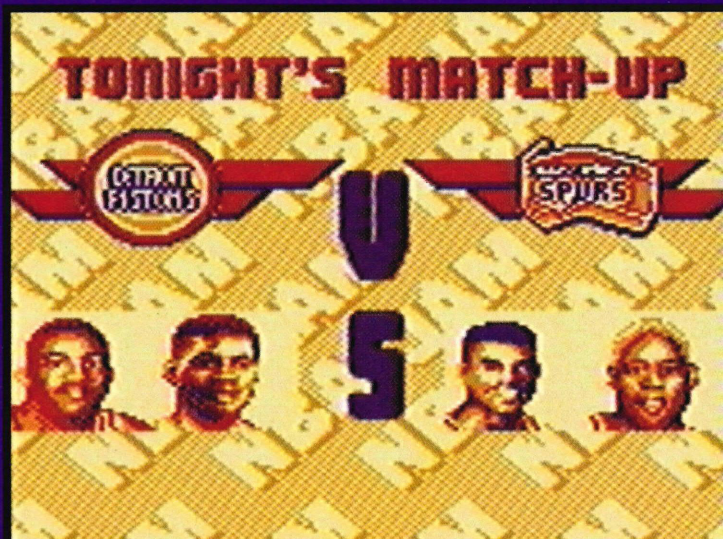
Essentially the game has a lot of good options but the game play does let it down a little bit. Unless of course you are really in to the idea of basketball and all that goes with it

## GB PANEL



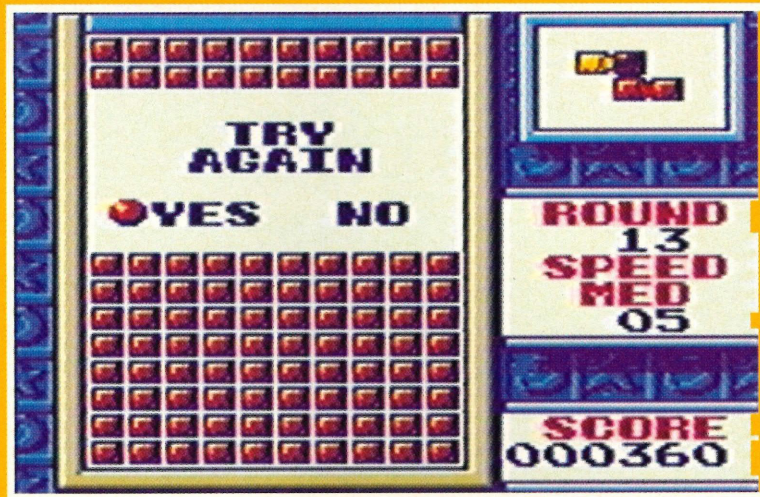
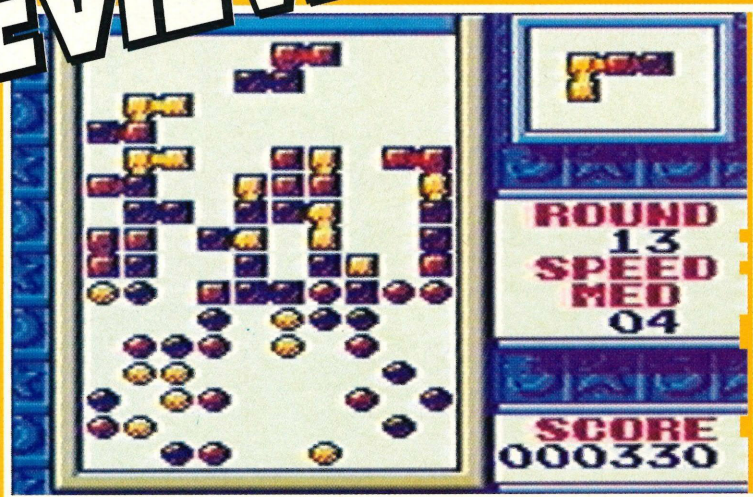
**NBA JAM T.E.**  
PUBLISHER: ACCLAIM  
PRICE: £23.99

This is a game that has been seen on many other formats and to be fair on some it is better, however you will find that it isn't a real let down. If you get into it you will enjoy it but it's all too easy to simply get fed up with the sight of a basketball court!

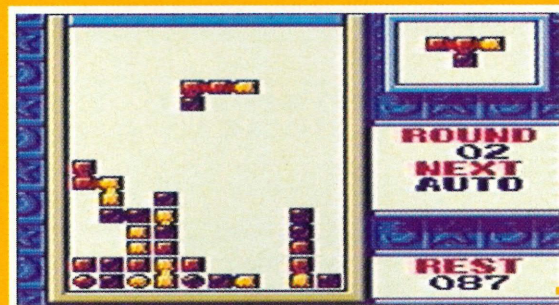


**OVERALL**  
**86%**





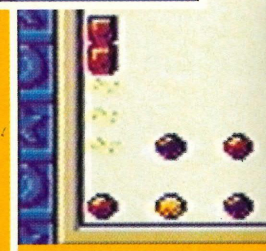
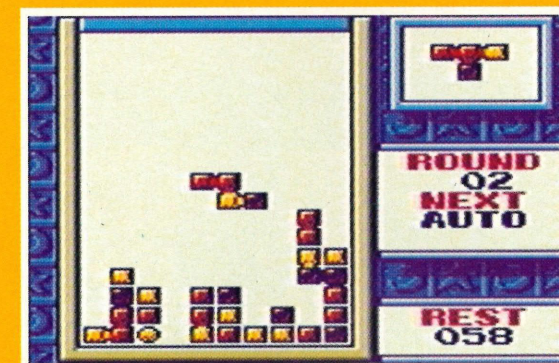
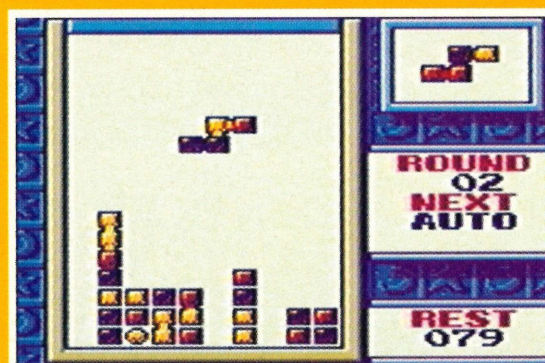
**Tetris two is here. You've probably all seen it in the shops but how many of you have actually brought it? Is it really worth buying? Is it that much better than Tetris one? Well yet again I'm here to answer your questions.**



Lets face it Tetris is the definitive Game Boy game. Almost all of you have it and if you don't you've probably played it and if you haven't you must have spent the last ten years in Outer Mongolia. No actually I've just been informed that even in outer Mongolia they have Tetris. No, you must have been in outer space for the last ten years. Who would have thought that a game that is so

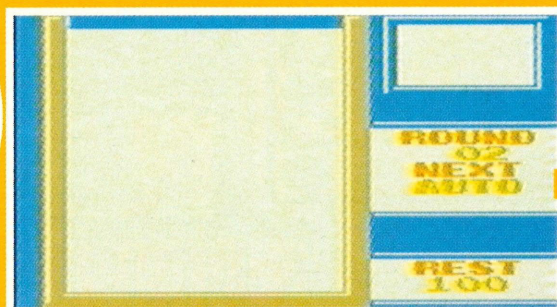
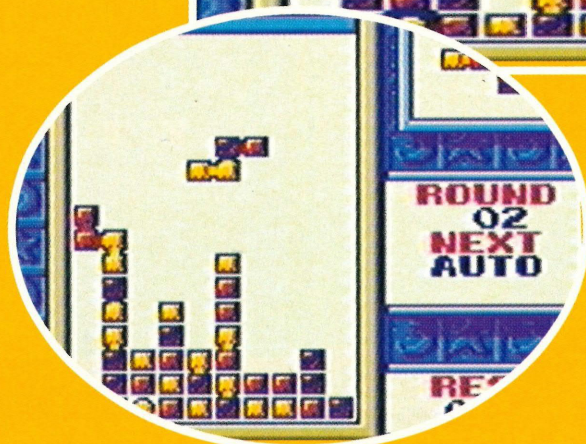
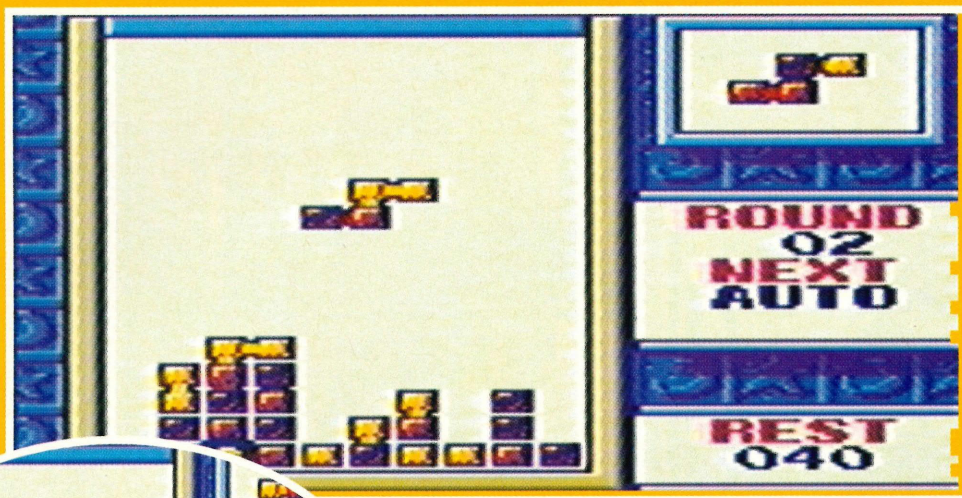
simple could have become so big and lets face it, it is. It's so big that it practically eclipses the sun. Tetris had the recipe for a truly successful game and it has gone on to be the yard stick by which other games have been judged. If I had to review it I would find it hard to give it less than 99% and I've never done that before. Well is Tetris two a worthy follow up to the Game that essentially made the Game Boy the huge success that it is today. I'd seen it around

but I hadn't actually had the chance to play it. This is partly down to the fact that we had Tetris the original and so someone saw it ,in their infinite wisdom ,not worthy of a review. Well let me tell you ,it really is well and truly worthy of a review and more than that its worth buying. One of the writers of one of our Mega Drive mags had a crack at it and almost instantly declared that it should receive at least an overall score of 98%. Worthy praise



# TETRIS 2



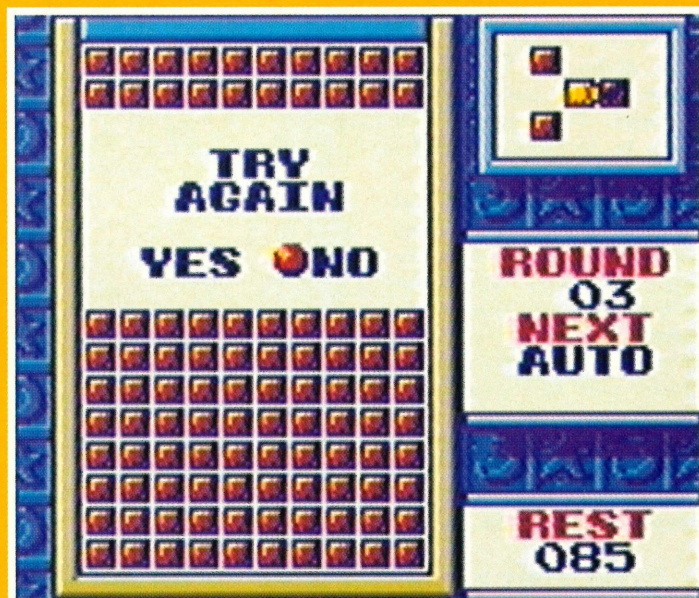
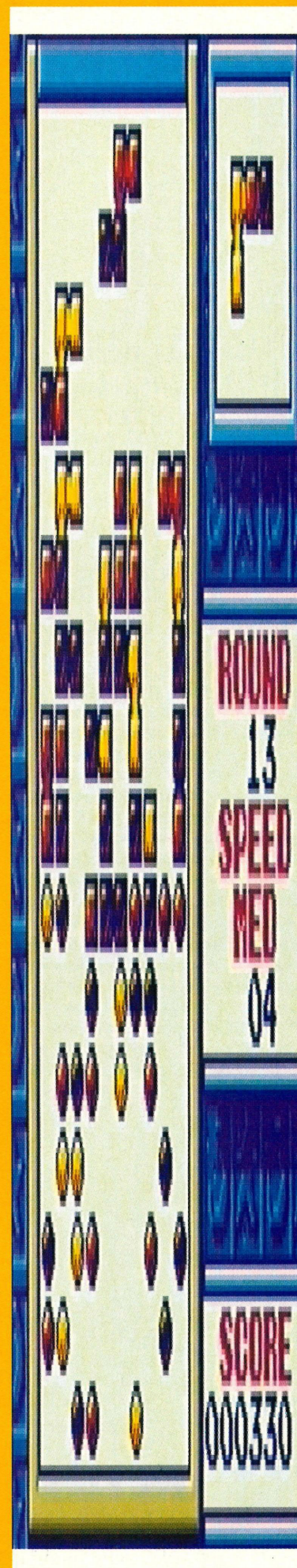


indeed but not uncalled for as I was soon to discover. This game had me addicted almost immediately and I haven't yet stopped playing. It's one of those games that you have to think about a bit. Basically it's a full blown puzzler and it never gets to boring. It has all the great advantages of the original Tetris whilst providing a lot of its very own sparkle and originality. The game really has two parts to it. Normal game or puzzle

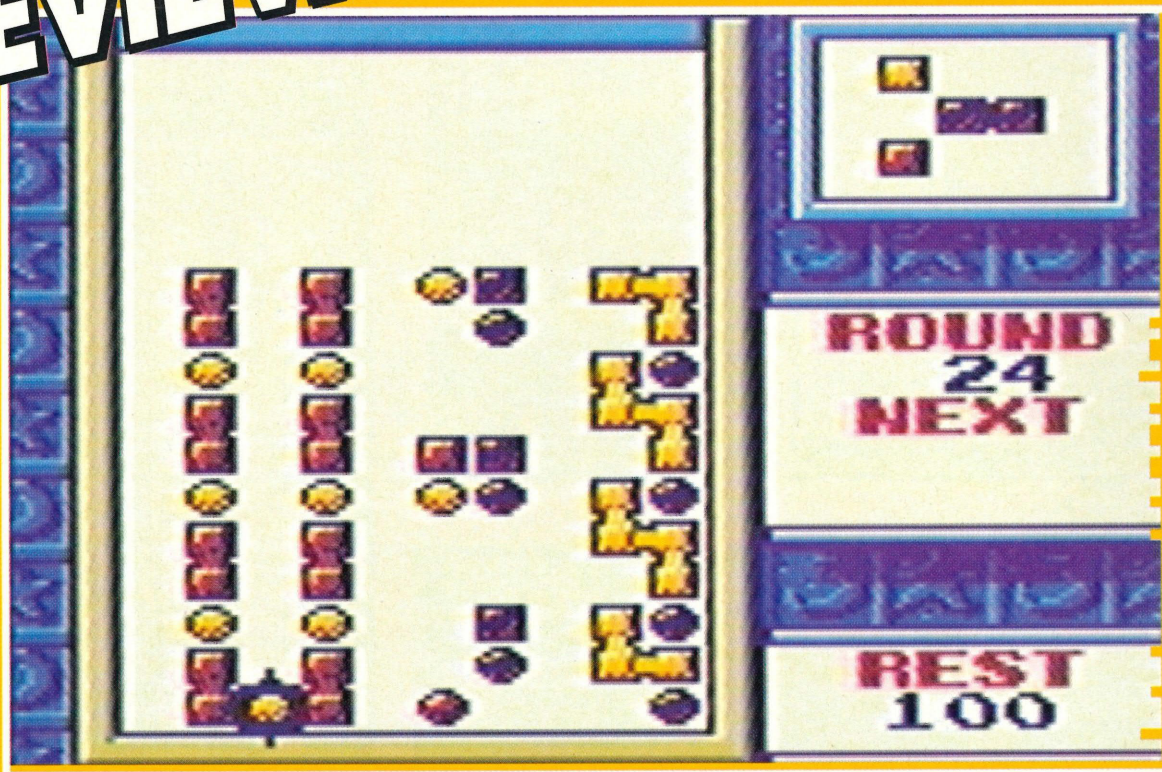
game. you get to select which game you want to play and then take it from there. You'll also find that it's possible to select a two player game. This can either be against another Game Boy owner or against the computer itself. You will of course need the link equipment to play a friend. One really useful option here is the ability for each player to choose a different level of difficulty so that if one of you is much better than the other you can even things

up a little bit and that would make for some real competition.

For the normal game you get three options. Firstly is the speed that you want to get the blocks to fall at. You are given two options "Low, Medium and High". Then you can move the cursor along the graph to select which level you want to play from, this is how you handicap in a two player game. The difficulty increases as you go up the rounds. You also have music on







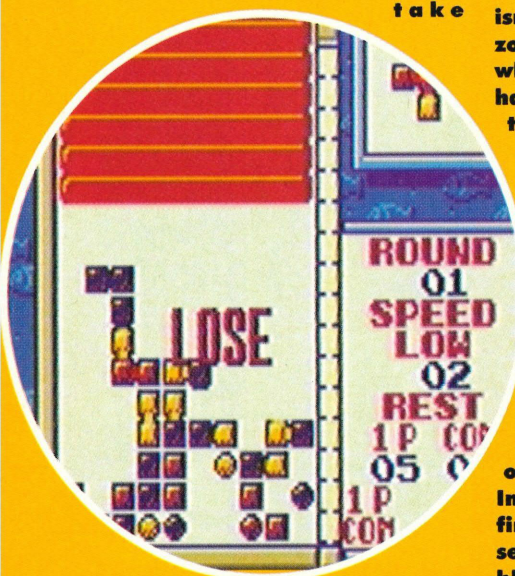
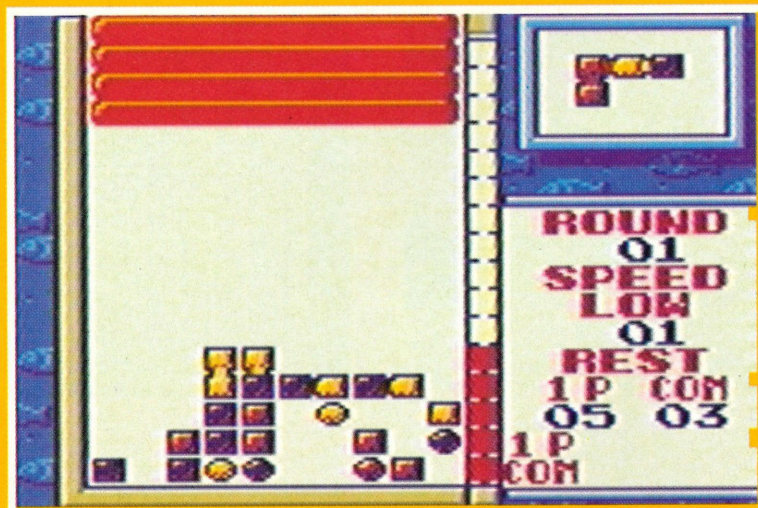
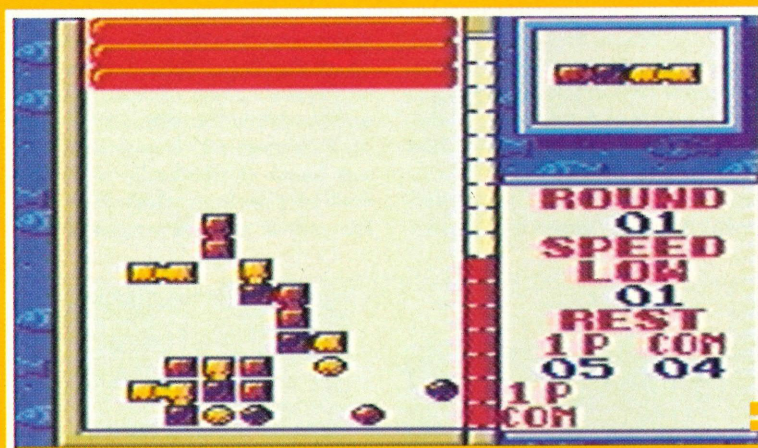
and music off. On the puzzle game you have a "Next" screen instead of a speed screen, this allows you to determine whether you want the blocks to fall automatically or when you pull down on the direction pad. There are three types of blocks in the game. Essentially only the third type bear any resemblance to the sort of blocks you find in the original game. The blocks also have the added advantage of different shading or if you have a super game Boy an array of colours. The first sort of blocks are round and they flash. They are different in what they do in the two different modes but they can be eliminated and take

out huge segments of other blocks if you know what you're doing. There are also more round blocks that are fixed in place. These are there to hinder you but in the puzzle game the aim is to get rid of them all and start a chain reaction that will clear the whole screen. The falling blocks are similar to those on the original game. They come in nine shapes and are made up of different coloured squares. Some are only attached to each other by the corners of these squares and when they come down they can be split up. To get rid of the blocks you still have to create lines. However apart from that it's very different. The game isn't simply about making horizontal lines. The colours are what has to be lined up. You have to line up three squares of the same colour. This can be achieved either by placing them horizontally or vertically. you also have the ability to set off huge chain reactions as when one line of squares is destroyed the blocks will fall down and sometimes if you've thought ahead enough these blocks will create more lines that will be destroyed, this can go on and on.

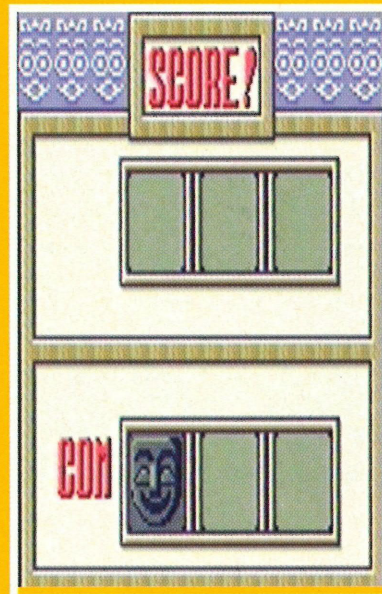
In the normal game you will find that you are up against a series of the fixed and flashing blocks. If you destroy one of the flashing blocks all the fixed blocks of that colour will disap-

pear allowing you to complete the level. The fixed blocks are strategically placed to create more and more problems for you as the game goes on. Each of the flashing blocks however do have a colour and if you

include them in a row of three then you will find that they explode taking with them the often irritating fixed blocks. Like the original game you must never allow the blocks to build up to the top of the screen as

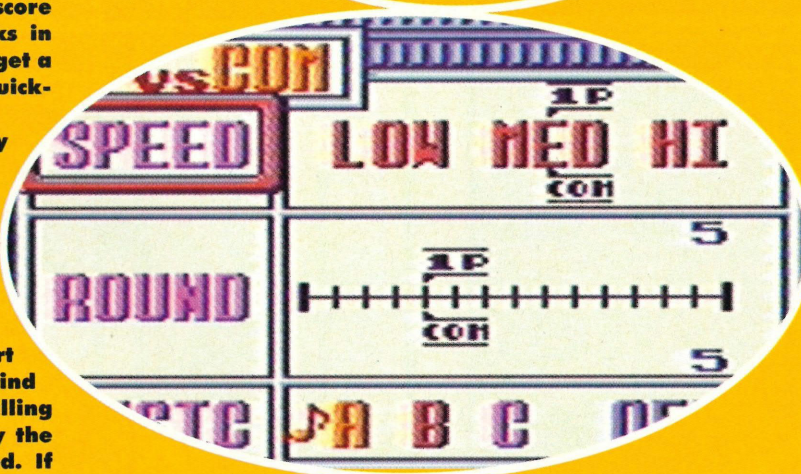






this will end the game. The scoring is based around several factors. Firstly you get a different score for each type of block that you destroy. The fixed blocks give you 20 points the flashing blocks give you 40 points for each fixed block destroyed after destroying a flashing block. The blocks that fall down give you 10 points each. You can increase your score by creating chain reactions. One chain reaction will multiply your score by two, two chain reactions multiplies your score by four and three or more chain reactions will multiply your score by eight. This really can boost your overall score so it's worth getting used to planning out such reactions. You can also increase your score by including flashing blocks in the chain reaction and you get a bonus score for finishing quickly.

The puzzle game really requires more time and thought. The way it works is really the same as the normal game but the intention is to get rid of the flashing blocks using as few of the falling blocks as possible. If you press start during the game you will find that the least number of falling blocks necessary to destroy the flashing blocks is displayed. If you succeed in destroying the flashing blocks using this low number of blocks you will get a perfect score. You are limited to only 100 blocks and when these run out you've had it. A serious



## GB PANEL



### TETRIS 2

PUBLISHER: NINTENDO

PRICE: £23.99

A game that every Game Boy user should have. Not as simple as the original Tetris but it's still got all the ingredients of a classic game that'll be around for years to come. This game represents some serious game play.

GAMEPLAY

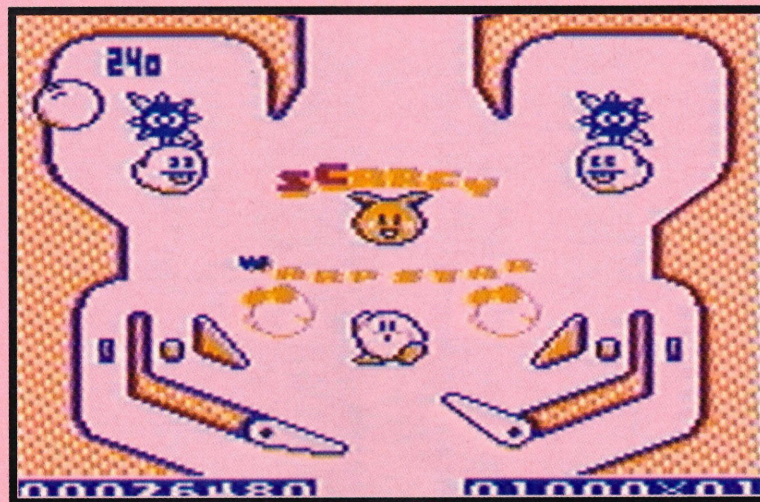
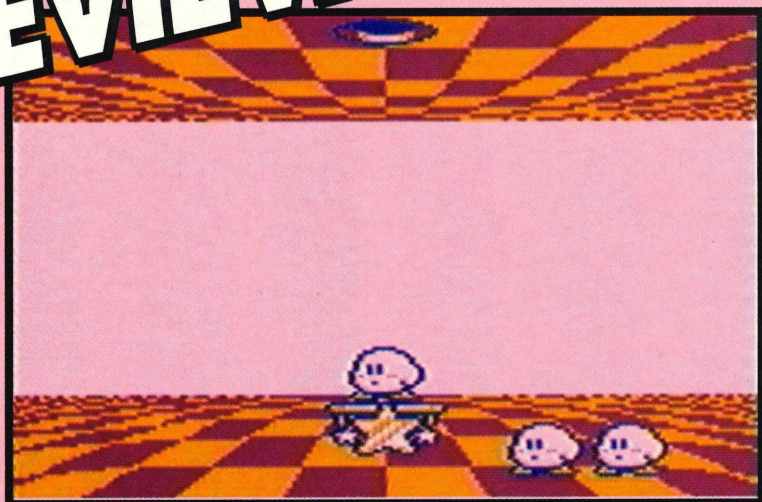
PRESENTATION

LASTABILITY

OVERALL

97%





# KIRBY'S P

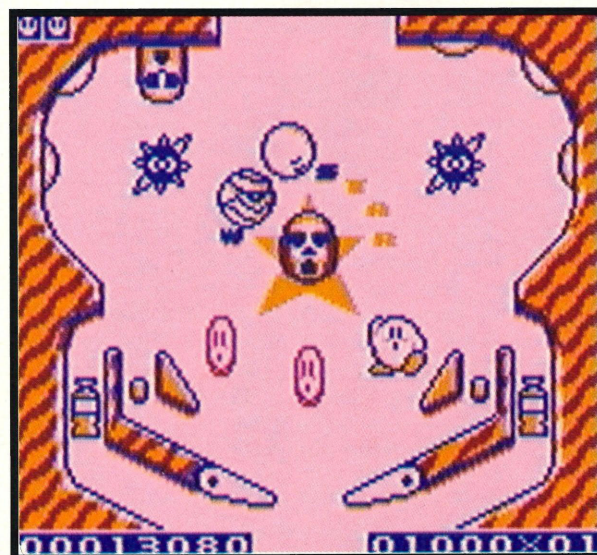
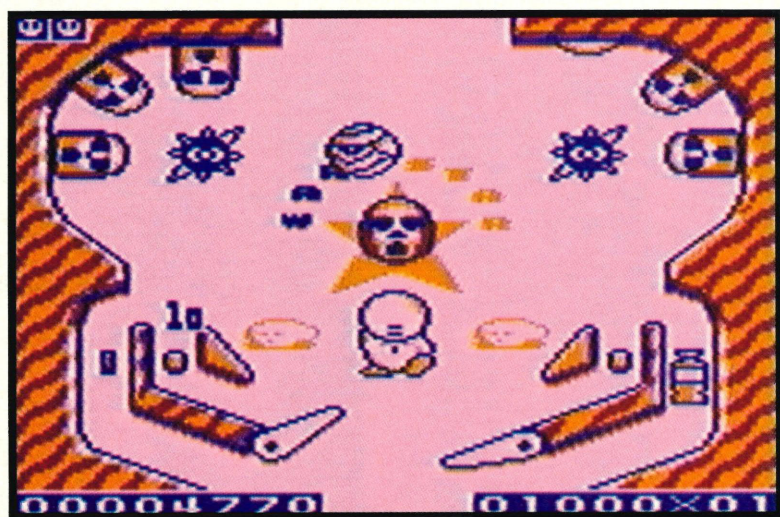
In case you haven't guessed Kirby is one of our favourites here at G B Action and this little number is a great provider of light entertainment for all you Game Boy owners with the added advantage of Kirby.

**K**irby is without a doubt a real star. The fact that we started a serious guide of Kirbys Dreamland should show you what we think of this excellent little dude all fat and round with breath that could kill any monster at ten paces. Well here we find Kirby in a new land. His

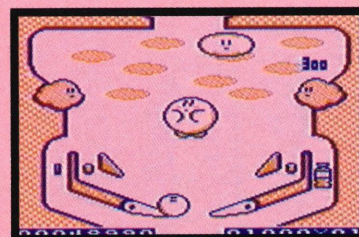
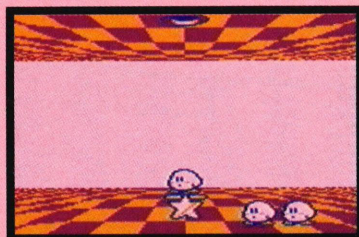
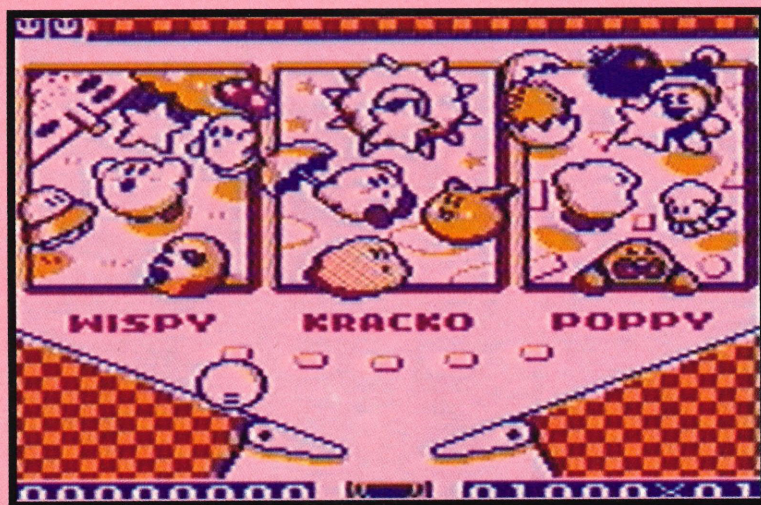
little pot bellied frame makes him the perfect pinball so here he is after some bright spark saw what we all knew for ages. Don't get me wrong because this is no new game. Infact its been around a little while but it still provides some serious light hearted entertainment which is what all we Game Boy owners want. I know this game isn't a

true puzzle game, infact come to think of it isn't a puzzle game at all but that's not going to stop me including it in this puzzle special simply for personal reasons that I want to spend some serious time playing it and the only way to do that around here is to review it. Well with that thought in mind I started to play and continued to

play this excellent game for the best part of two days. Then I sat down to write and here I am. Well it's time to pit your wits against the nastiest of arch enemies, King Dedede and of course all the nasty pieces of work that he has under his employment. You have to use kirby as a pinball to do so and wage war on this evil monarch



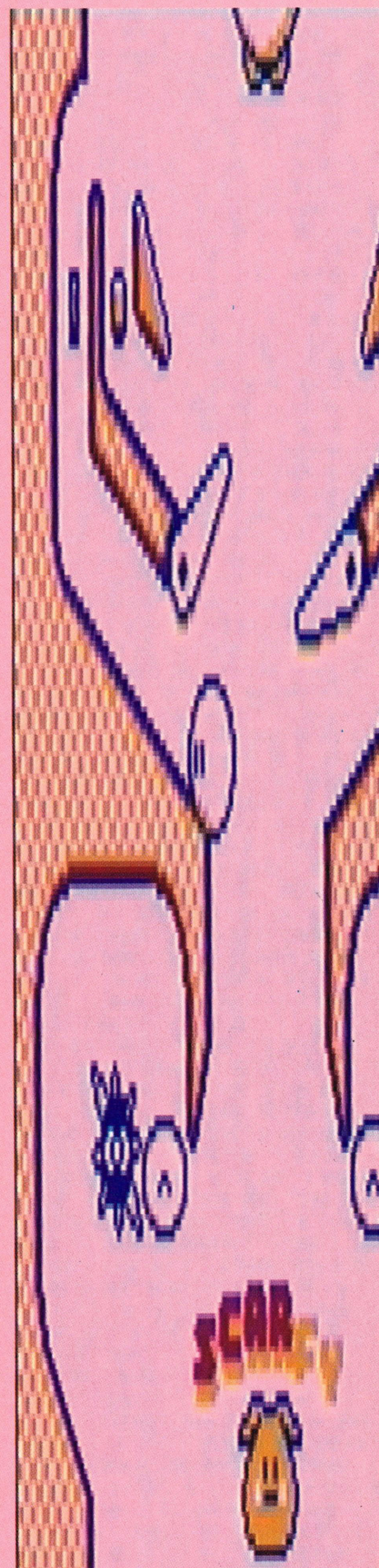
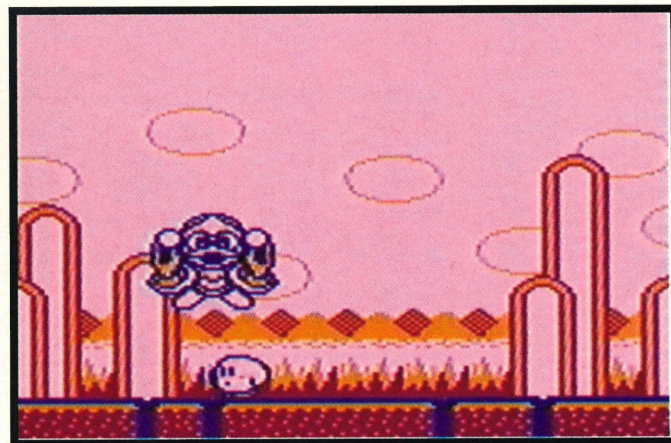
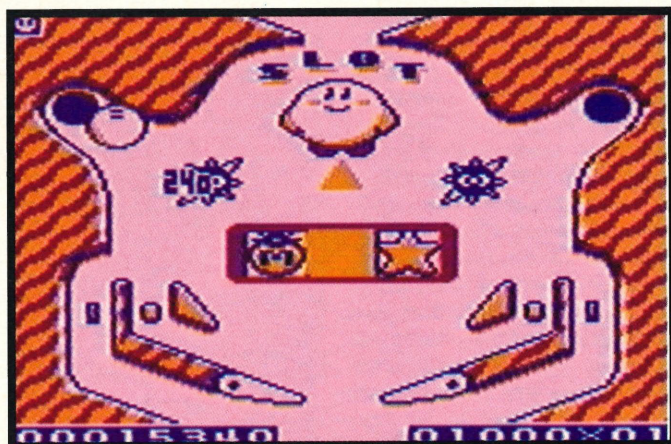




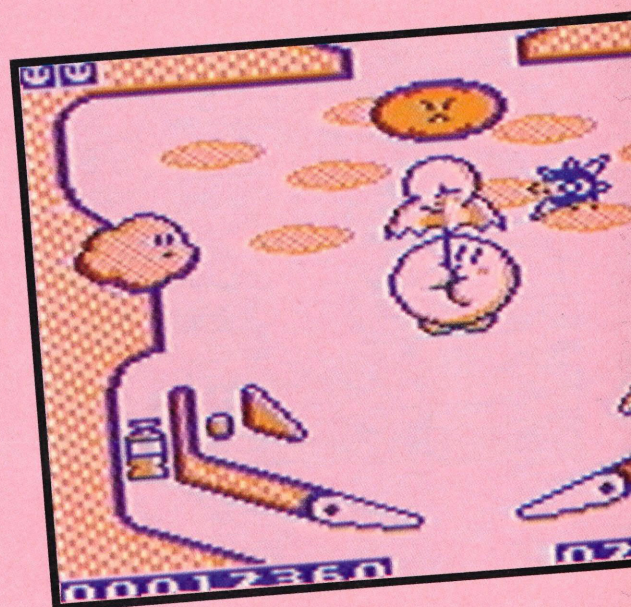
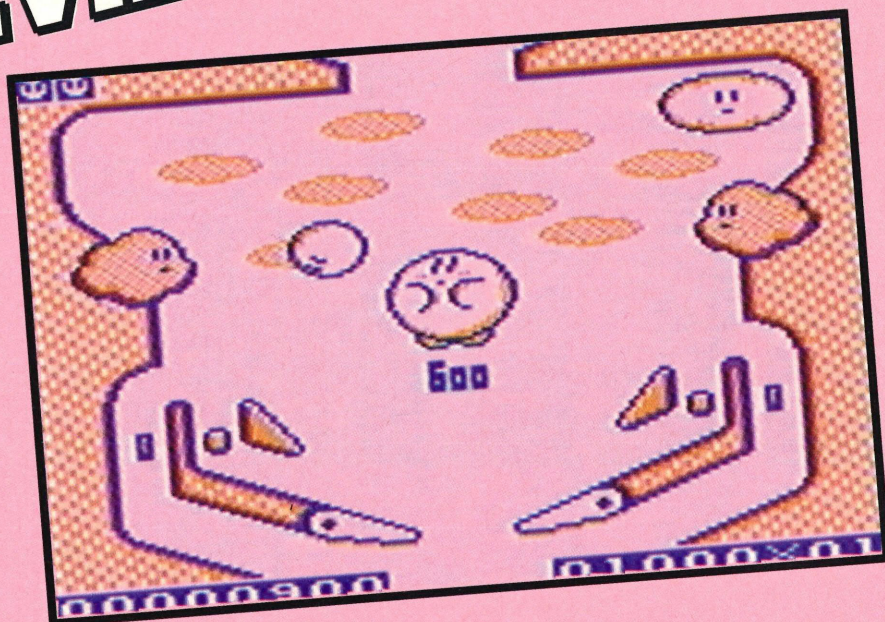
# INBALL

in pinball land. Well three of them to be exact. It's time to go for the high score. The controls are dead simple though in my usual style when I first played this game I couldn't work out how to use the left flipper. Well really they must have set out to try and confuse me because the right flipper is controlled by the right button, The A button. The left button or the B button simply had the effect of making everything shake a lot. Well I played a couple of very short handicapped games before I actually realised what was going on. Slow? Who me? It turns out that you must use left on the direction pad to make the left flipper work. Well once I had this sussed all was great and things are now going swimmingly. The shaking option is darn useful if you think that puffball Kirby is about to slip from your grasp down to the depths of a lower level or totally out of the game.

You are lucky enough to be presented with three of our little fat friends so you can loose a couple of lives without worrying to much. You find yourself to start with in a strange room where all three Kirbys are waiting for lift off. Soon you send one of them flying into the game. When they do fall down back to this low level you will find that you can by pressing A quick enough send them back into the game with



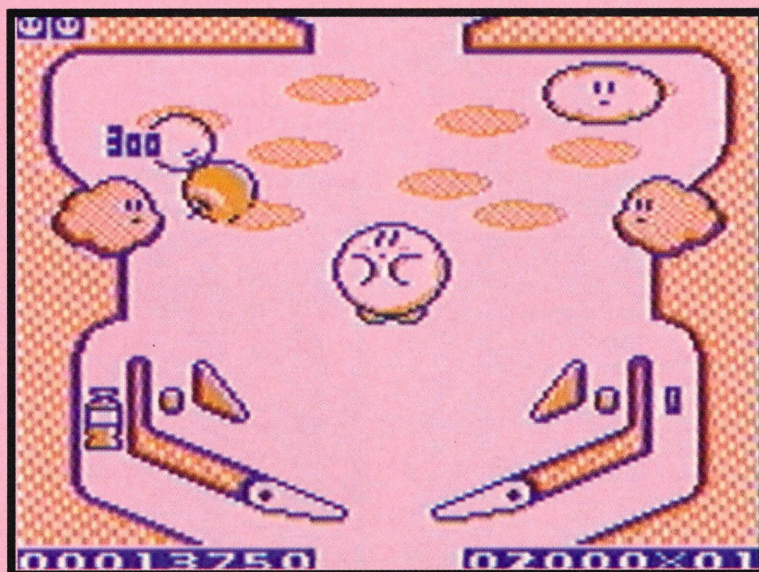




no problem at all. you do however have to be very quick of the mark. The idea is to use the spring board in this room. You have to push A as it reaches the bottom. If you get it right kirby will leap beyond the first level of the land and into the second or third. The springboards do however wear out after a while so you can only use them so many times for each life. Then you move on to Kirby two or three.

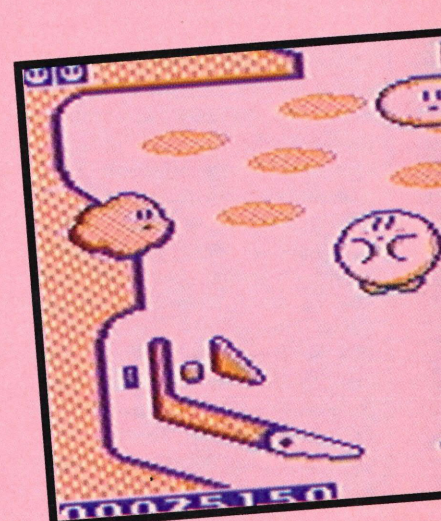
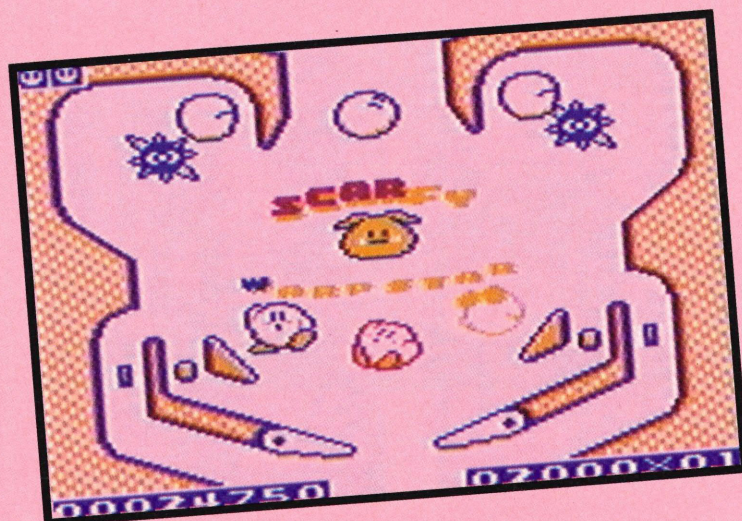
There are three pinball lands in this game. Each of these games has three screens or three levels. You must work your way up each land scoring as many points as possible in the process. To do this you must use the Flippers effectively and send Kirby into all sorts of compromising looking positions to hit things and spark off all sorts of strange reactions. From the middle stage of each of these lands it is possible to get yourself involved with a bonus game that has the effect of sending you up to the top level. this in turn if you are good enough will take you on to the big boss of each level. When the game starts you choose which land to visit first. This is achieved by using a cannon to propel Kirby rapidly into the land of your choice. You can also use the famous shooting star which has been known to give Kirby lifts in the past between different levels and

looks surprisingly spectacular. Once you have managed to overcome the three bosses of the three lands you will find yourself face to face with the big boss Dedede himself. The three land are Wispy Woods Land, Kracko land and Poppy Brothers Land. Wispy Woods Land is pretty full on. It has such attractions as a slot machine activated by sending Kirby through a lane. You can line up three symbols that have all sorts of effects from getting you a warp star that you need in order to finish the level to sending you to the top stage to making the stoppers that keep you in the game disappear. It's all a gamble that you have to take. Krako land is equally as mad. To finally get yourself out of this one you have to hit the sun at the top of the third screen on the right hand side. Do this a total of three times and you will see the sun disappear and the moon and stars come out. Hit this three times



and you will find yourself with a warp star which of course will take you to the big boss. The last of these three worlds is Poppy Brothers Land. Again it's pretty hectic and there's plenty to look out for. Here you have

to hatch three eggs and stop a small version of Poppy getting to them to turn them back to eggs. When all three are chicks then they will start there search for such goodies as, yes you guessed it, warp stars. Of the





# GB PANEL



**KIRBY'S PINBALL LAND**  
PUBLISHER: Nintendo

This game is a whole pile of fun and although you may tire of it after a while you will always come back to it for a bit of very simple light hearted fun for all the family. It's a game that will be a superb part of your collection.

three bosses you will find that Wispy Woods is really the easiest. You simply have to hit him in the face a few times and you'll be sorted. Kracko however is pretty hard and he attacks you with the speed of the devil. Poppy splits in to when you eventually reach him so he can cause a few problems for you if you're not ready.

One of the best things about this game is the fact that you can actually save it with the battery backed up game pack. This game is a whole pile of fun and although you may tire of it after a while you will always come back to it for a bit of very simple light hearted fun for all the family. It's a game that will be a superb part of your collection.

GAMEPLAY

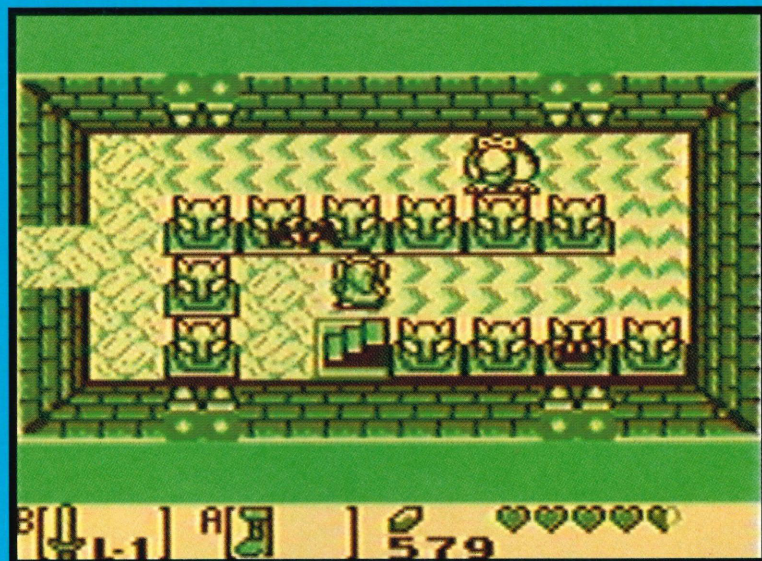
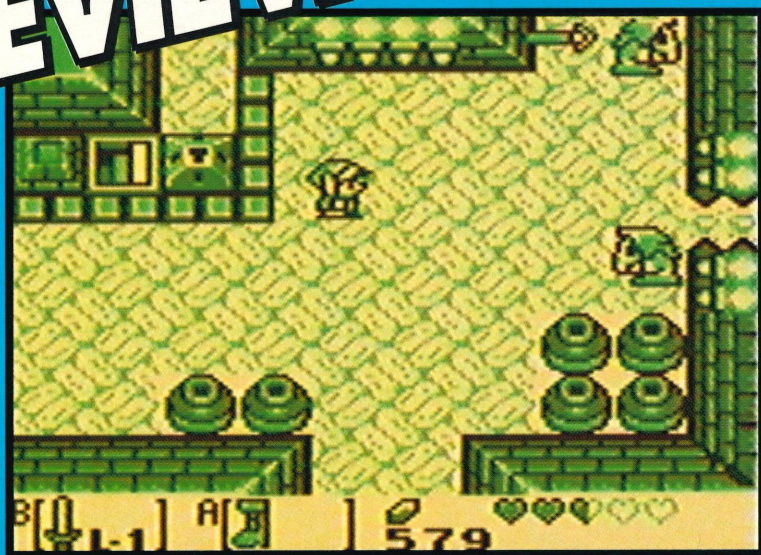
PRESENTATION

LASTABILITY

OVERALL

87%



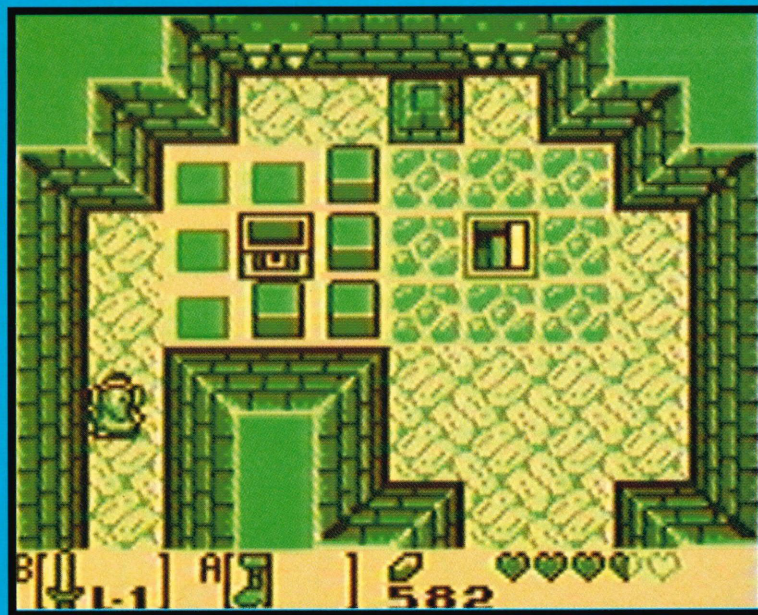


# LEGEND OF ZELDA

**This is possibly the best adventure game ever to hit the small screen. It has every thing you could possibly want. Intrigue, puzzles and a few battles. This is The Legend Of Zelda Links Awakening.**

**I**f you haven't heard of Zelda then you should because it's a serious contender for the best Game Boy game of all time and that really is absolutely no exaggeration at all. This is to be fair my favourite type of game. It's a full on adventure game and it really takes some time to sort out. It's like they've crammed a whole new incredible little world onto your Game Boy. A world of adventure in a far flung land. Before you know it you are engrossed in the intricacies of the game and the world it contains. Like all the best adventure games you are not simply shoved into the game unaware of your situation. Oh no! There is a great story behind you.

It seems that you have battled to save your land almost in vain. Hyrule the land you came from and earlier rid of the tyrannical Ganon (a seriously bad dude) has been a worried



place. The people still fear what may happen. The new peace is oh so fragile and it could be shattered into a thousand pieces if threatened. The legacy of Ganon lives on in the fears of the people never knowing what

new threats could appear. Being the hero that you are you decide that you must undertake an arduous journey of enlightenment that will better prepare you for any future threat to your homeland. You undertake

a brave voyage but it is a worthy one as you become wiser and better able to cope with what lies ahead. Believe me it's just as well. Anyway on your return journey by sea a huge storm strikes and though bravely facing the forces of nature and battling against the huge seas and violent winds you can do nothing when your ship is totally destroyed by a bolt of lightening. As you crash into the sea unprotected and fearing the worse you are enveloped in a shroud of darkness. The next conscious moment you here the voice of princess Zelda comforting you and telling you that you will be alright. Your eyes open but instead of seeing Princess Zelda you see above you a woman named Marin. Where are you? what is the strange similarities with your homeland? It seems that you are in an uncharted island that goes by the name of Koholint. All you know is that is said that the huge egg that sits astride the



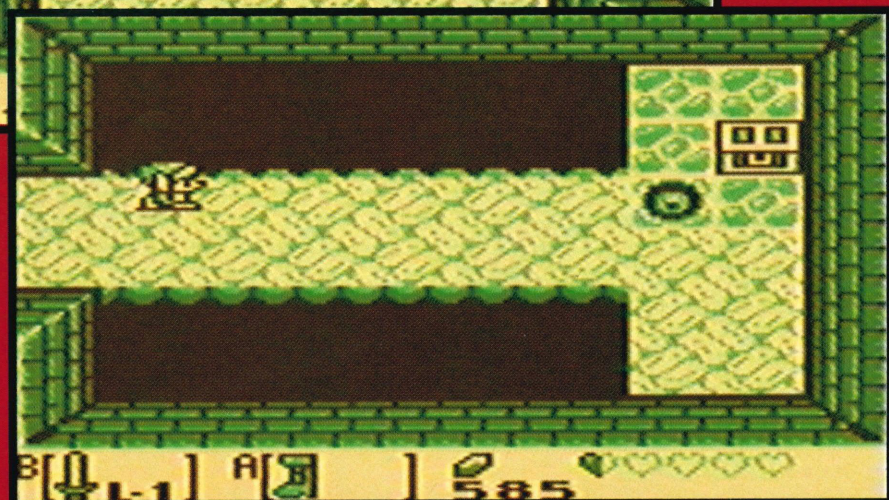
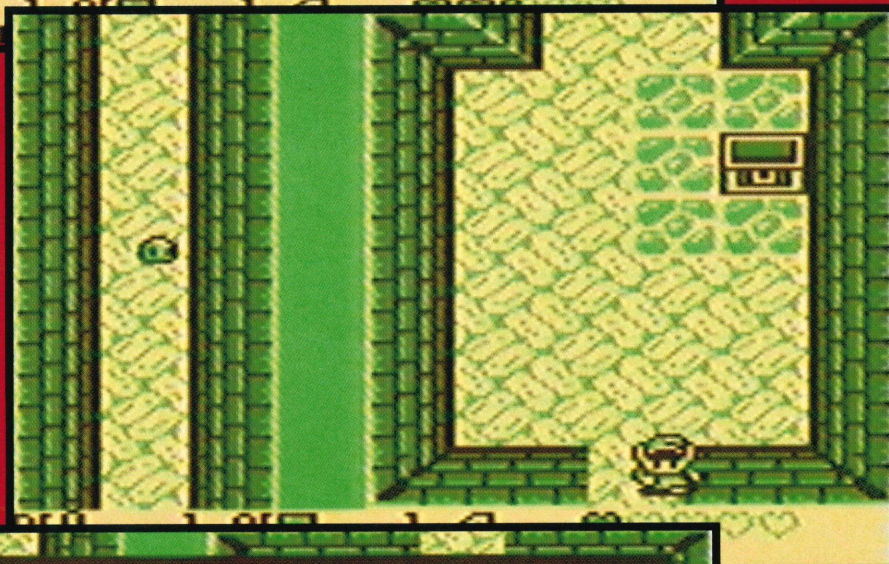
central mountain is said to contain a mythical creature known as the wind fish. You must firstly set out to find any of your equipment such as your sword that may have also been washed up on this strange island. Then as if from no where a owl appears and gives you a riddle, "Awaken the Wind Fish and all will be answered". This is the start of your most mysterious adventure yet.

**There is so much to this game that I could go on and on all day**

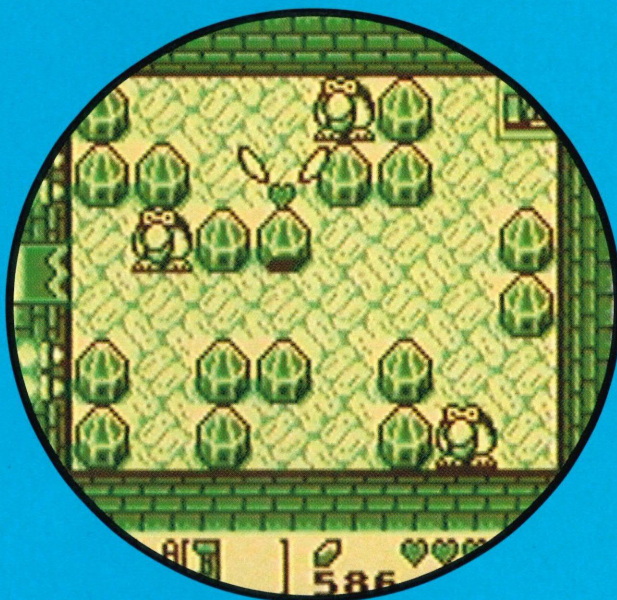
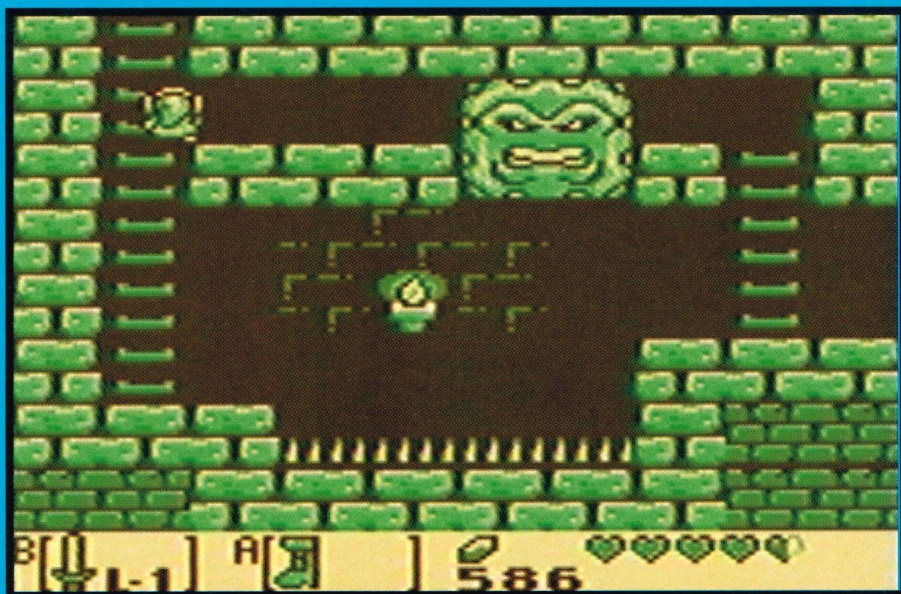
# LDA

The story says it all. The game develops in a way you are unlikely to expect and if you don't know much about what you must do then it would be wrong for me to tell you as this is what the game is all about. There are six important characters that you will need in your quest, these include Marin the fair maiden who is so strangely similar to princess Zelda, Tarin her father who goes on a bit, The owl who seems to know an awful lot for an owl. Grandpa Ulia is also very knowledgeable but stubborn. Mr Write will seem a little familiar to. Crazy Tracy is a very useful old woman who can concoct all sorts of potions.

This is a mammoth game and requires a great deal of time and effort, however it is far from boring so don't worry about that being a problem. You will be unlikely ever to finish the game in one sitting so you have the ability of saving your game when you need a break or your mum tells you to stop playing and tidy your room. There are three files for you to save the game in and you create a file when you give







your hero a name in the first screen. No doubt the hero will have your name!

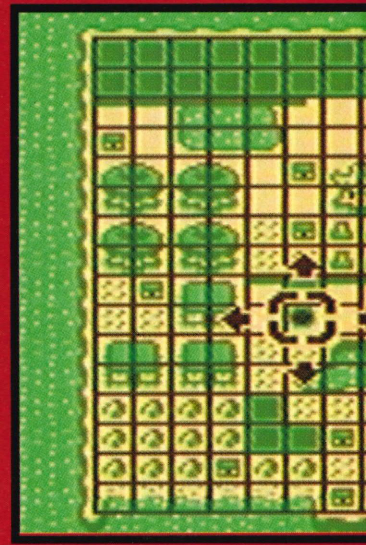
On the main screen you will see that you have a great deal of information as well as the view of the area you are in. On the bottom you will have two spaces for the items that you are currently using. Touse the left item push the B button and to use the right item simply push the A button. These items are not the only items you can carry or use but I'll come to that later. You also collect money on your journey and this is also displayed on the bottom of the screen. And of course you have a life bar that comes in the forms of a series of hearts.

You also have a sub screen that shows what items you have collected. some of the items you have to allocate to the A or B button as and when you need them however there are also a selection of items that work automatically when they are needed. These are displayed on the top right of the screen. Such

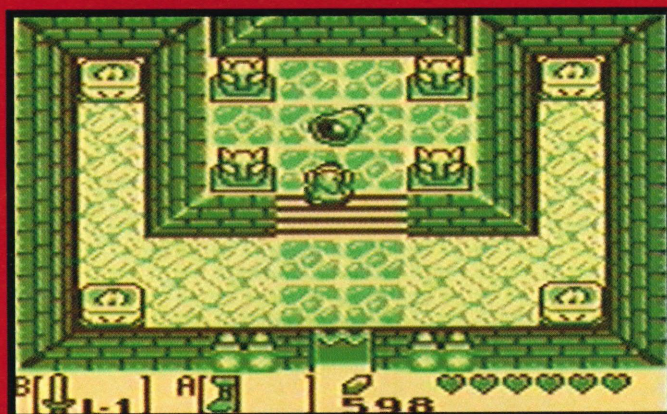
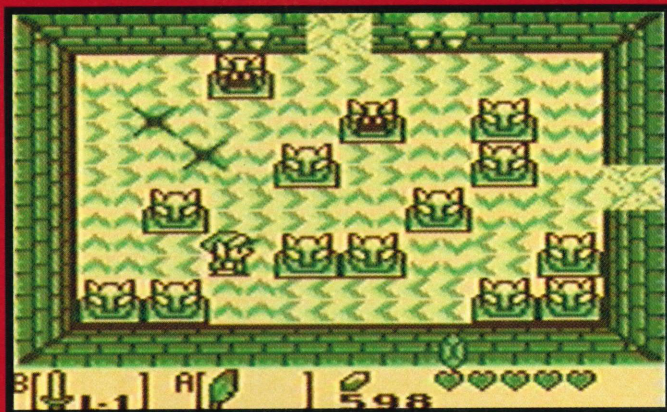
items include medicine. You must also collect eight musical instruments and these involve a bit of a battle with the "Nightmares" basically big

bosses. These chaps lurk deep in the dungeons of Koholint Island. The items that you can collect include a sword, your main weapon, a shield a power

bracelet that increases your strength, magic powder, sleepy mushrooms to make the magic powder with a roc's feather that makes you much lighter allow-







ing you to leap higher and further, a hook shot, a magic rod that provides fire as both a weapon and source of light, a shovel, a bow for which you can purchase arrows at shops, a bomb to blast enemies or blast your way through things, an Ocarina that plays magical music and Pegasus boots that speed you up. Other items that are automatically used include a Yoshi Doll, Flippers that you can use to swim, medicine to restore your strength, Gold leaves that you collect to swap for a dungeon key, Secret Shells and of course the keys to the dungeons.

To find your way around you are given a map screen but it is limited to the places you have been to. You can move the cursor around and find the names to places and this tells you that you should explore them. There are also four icons that appear and will show you where you should look. Shops, Dungeons, !? marks and Owls.

There is so much to this game that I could go on and on all day about it but unfortunately I simply haven't got the space. The gameplay is really very good with your heroes moves being smooth and simple. He's also a bit nifty with a sword and this will continually come in useful. I haven't had time to tell you about the crystal switches, The treasure chests, The dungeons in general, The story behind the Sirens musical instruments or many other weird and wonderful aspects of the game. I hope however that I have succeeded in making you interested in what is a quite superb game.

## GB PANEL

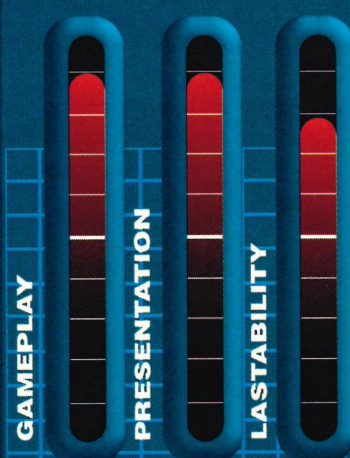


### LEGEND OF ZELDA

PUBLISHER:

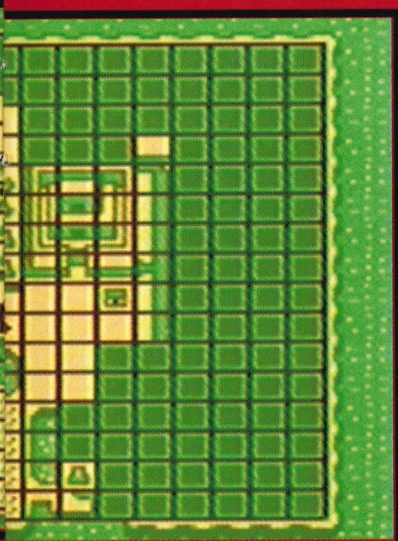
Nintendo

**This is one of the best ever games to be seen on the Game Boy. It represents a real challenge with hours of fun as you work your way through the strange land of Koholint Island and all the magical mysteries that it holds. If you don't have this game you simply must have a go!**



OVERALL

94%





# REVIEW

# MYSTIC QUEST

It's another adventure game but is it as good as "The Legend Of Zelda; Links Awakening". Can it match up to the game that must be the yard stick for all adventure games. Well if you read on you just might find out.

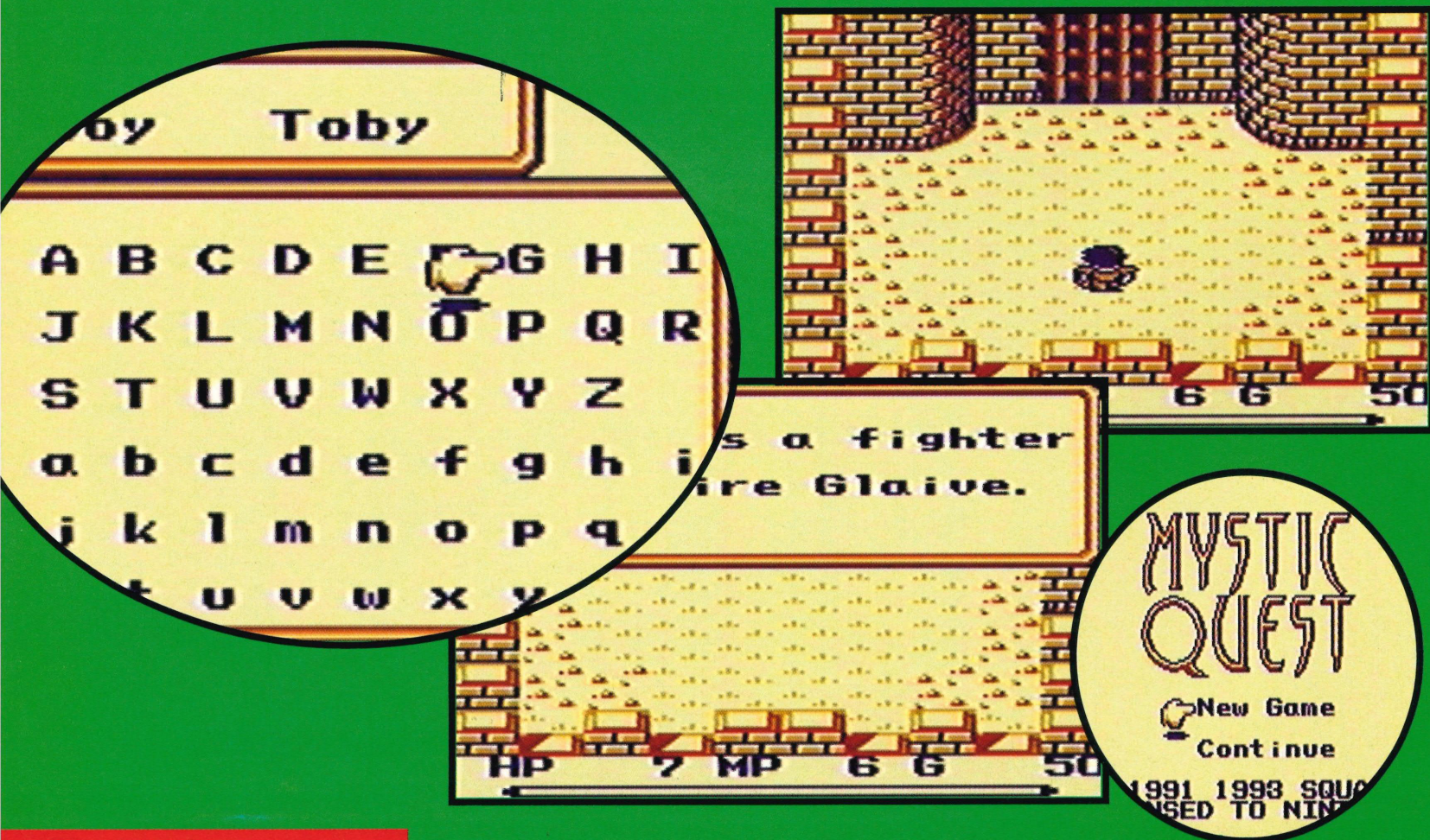
**T**he Mystic Quest is without doubt another epic game and has many of the totally amazing ingredients that make adventure games what they are. Again it's a game that you need to work at and a game that requires a great deal more thought than your average platform, not that I've got anything against platform games but these adventure games do

just seem to take things a little bit further.

As with all great adventure games whether they be on CD-ROM or our limited little screen, the story is all important as it gives you clues and guidelines in a world that is totally alien to you. The story behind Mystic Quest is an excellent one and takes some telling. At the top of mount Illusia is the Mana Tree and from it gushes a huge waterfall that is the source of

all life. The tree is pure in it's original form and so all that gushes forth is equally pure. This goes on to make all around it pure. The Mana tree grows on the energy of will that is given off by people. However if the will is not pure and tainted by evil then the waters gushing forth from it's base will also be tainted by evil and this will in turn taint further the people of the world and create a viscous circle. This can go on and on

until the Mana Tree will become totally corrupted as will the world and this will eventually face its final downfall. This means that the Mana Tree and the surrounding area are a sacred place that no man should visit for fear of contaminating the Tree. However the tree holds great powers so there were though people who would place themselves above the rest of the world and visit the Mana Tree. This led to the evil emper-

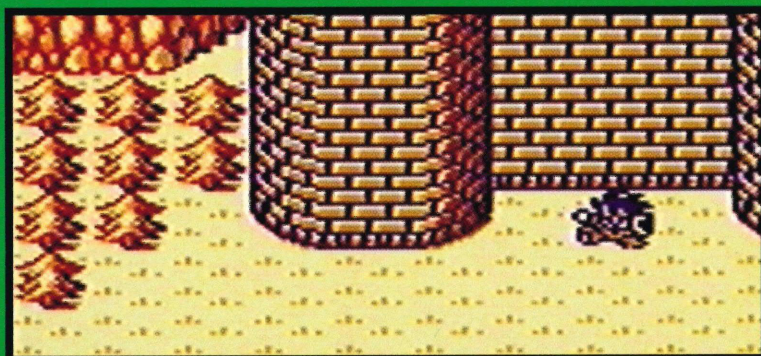




# QUEST

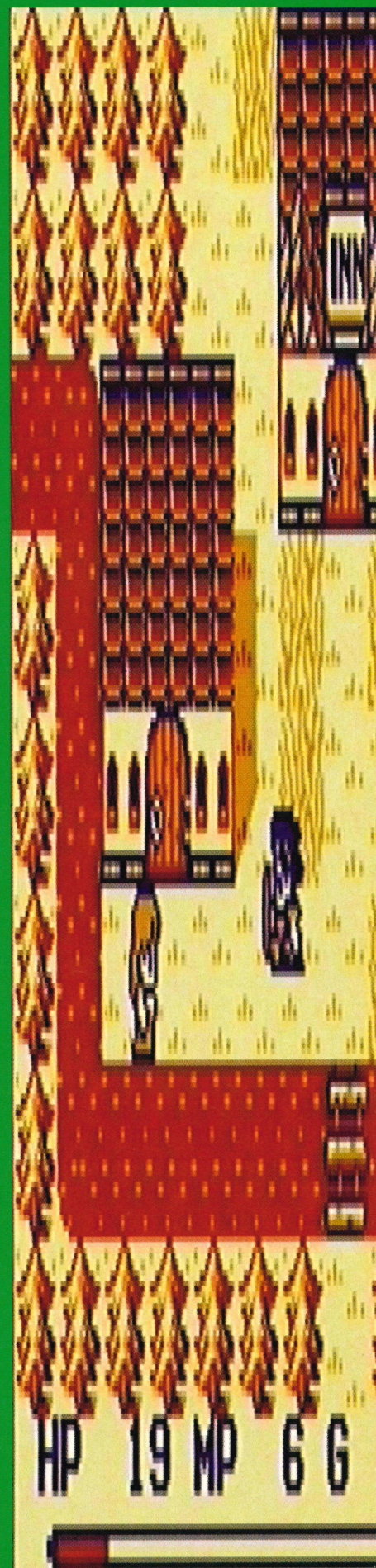
or Vandole using the power of the tree for evil purposes to rule with a tyranny never before seen. The Gemma Knights the guardians of the tree joined with the Mana Family the keepers of the tree to fight of the evil rule of Vandole. Their quest was successful as they managed to restore the world to peace. However this made them fearful of others who would try and do the same in order to gain complete power. It was decided that the way to the shrine of Mana should be sealed in the Pendant of Mana. It became necessary to have both this pendant and the supernatural powers of the Mana Family to get to the Tree of Mana.

Again things in the land are threatened by an evil force, This

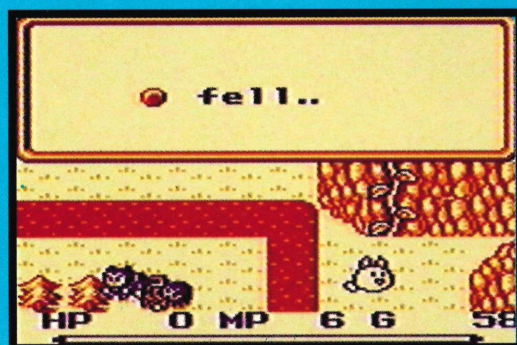
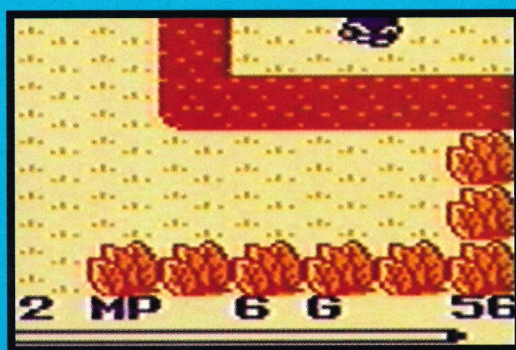


time it is headed by the Dark Lord leader of the Empire Of Glaive. The Dark Lord has a sorcerer who goes by the name of Julius as his companion and side kick. This sorcerer seems to know an awful lot about the pendant and all things to do with the powers of the Tree Of Mana.

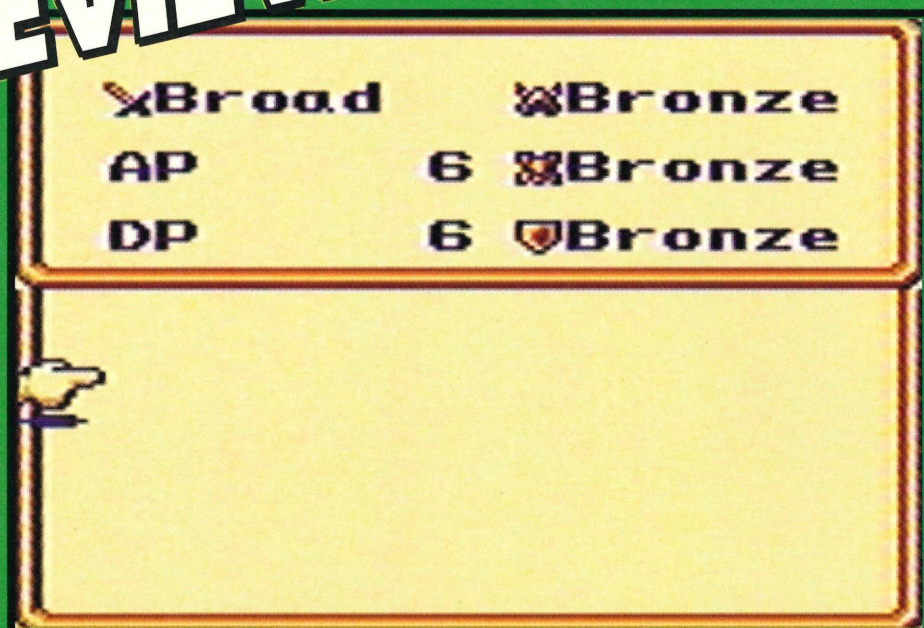
Now it comes down to you, our hero. It seems that you have sneaked into the castle in an attempt to discover the Dark Lords evil plans. However you have been captured in your valiant attempt and now you are a slave amongst many others in the castle. In the castle there is Willy another spy who accom-



## A few interesting places to visit





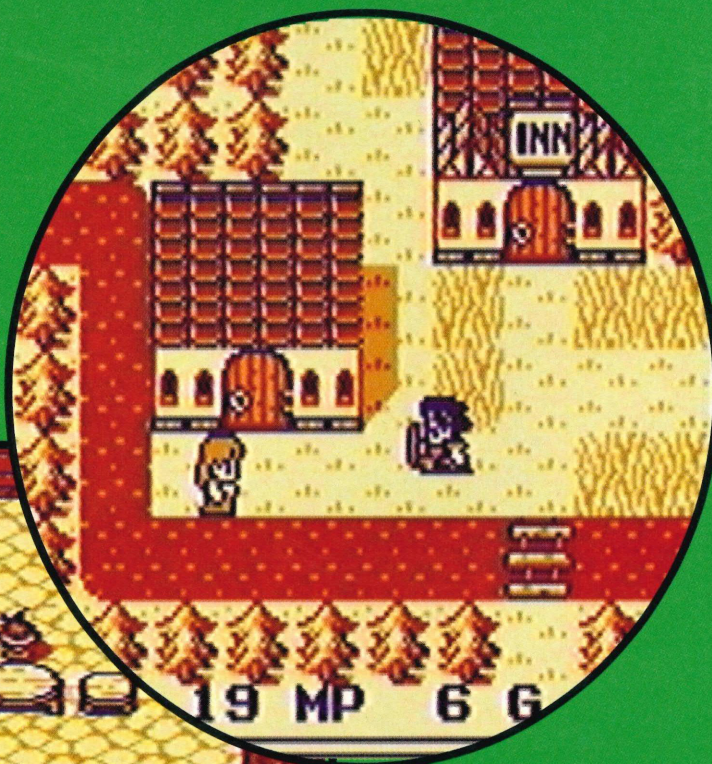
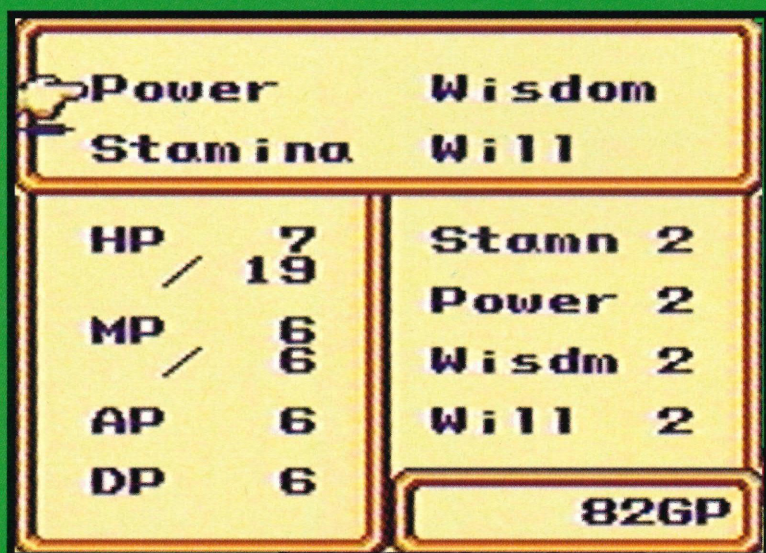


panied you and has also been caught. All the slaves in the castle are forced to do battle with huge monsters. This is partly to provide entertainment for the Dark Lord and his henchmen and partly to provide the evil power that the Mana Tree will be forced to consume. One day after fighting a particularly evil monster you return to the dungeon to find your friend Willy dying. With his last breath he warns you of the danger that the Mana Tree is in and sends

you to warn the Gemma Knights or Bogard to be exact. You are so incensed with your friends death and so filled with a purpose that you decide that you must escape to see Bogard. It's here that the game begins! As you can see from the background story the game is a pretty serious affair. Your aim is to stop the Dark Lord and Julius in their evil quest for power. You can only achieve this by confronting many evil monsters and obstacles. You also meet

friendly people who will give you advice on your journey so you have to look out for them. You have a map screen to help you find your way around the land and there are symbols that represent towns and castles. Your mission will also entail the visiting of dungeons. There are maps for these to but you have to visit a room before it shows up on the map screen. You will also find yourself taking part in many bloody battles with evil monsters. There are however a

great deal of weapons for you to take advantage of. Firstly there is your sword that you have to start with. It can be used to slash enemies or to stab them. You can also get hold of an axe that is pretty effective. There is a sickle that you spin around a spear that can be thrown, a morning star that's a pretty nifty bit of kit and a chain flail. You also have a series of magical powers for attacking people or defending yourself. These include ice, fire





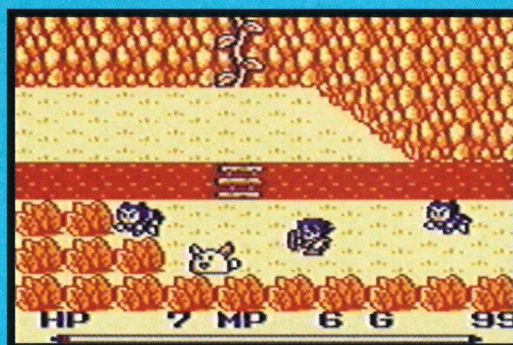
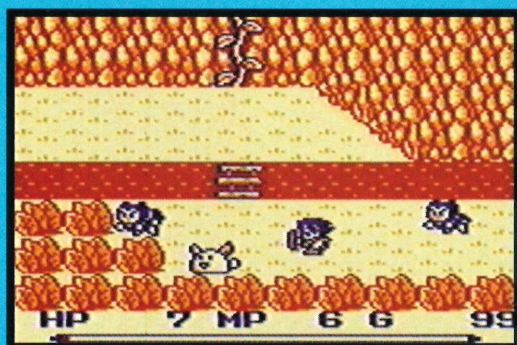
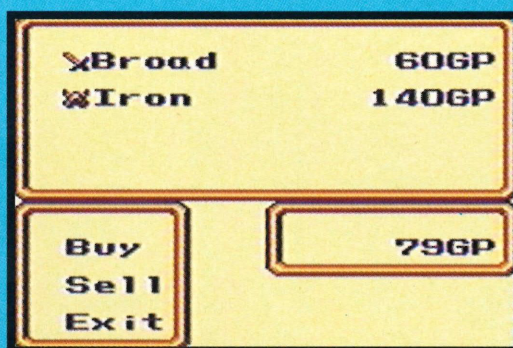
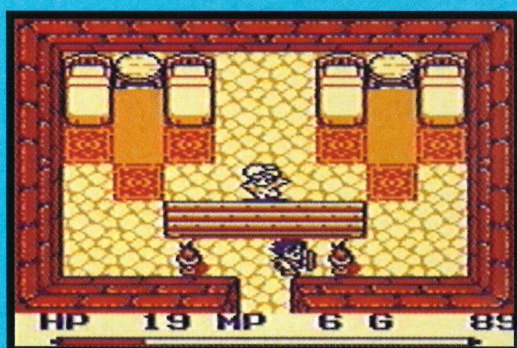


and bombs amongst many others. It is also of course possible to add to your armour with the addition of helmets, body armour that can weaken enemy spells and of course a shield that you can use to fend off any attack. The armour that you find will have different ratings of strength so look out for the good stuff.

I could go on and on about this game pretty much for ever but I won't. The whole basis of adventure games means that

you can write so much about them, I have yet to tell you in detail of the dungeons or of how to converse with the inhabitants of this land. This is incredibly important to this game and there almost appears to be more talking in this game than in 'Zelda'. Essentially there are a great many similarities between the two games and they both play well. The fighting isn't too bad at all for a game that isn't based solely around the concept of beating

people up. In fact it's very good. The game is challenging and contains some wonderful ideas that you should see. The one major let down as far as I'm concerned is really only a minor annoyance and that is the fact that the hero can only walk vertically or horizontally but not at a slant which can after a while become annoying. The game is a very worthy rival to Zelda but some how it just isn't quite there, but it's still excellent.



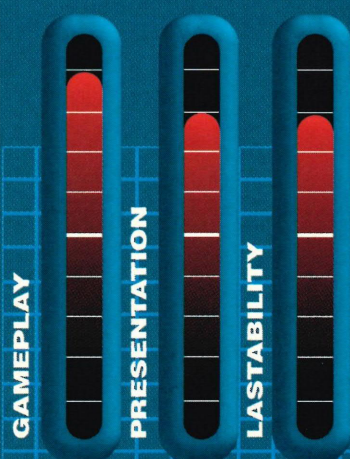
## GB PANEL



## MYSTIC QUEST

PUBLISHER:  
Nintendo

An excellent adventure game let down only by a few minor irritants. However this game should be put on your list of games to check out at some stage. If you're bored of your last adventure game and fancy a new challenge then this is the one!



OVERALL  
**85%**





## MILON'S SECRET CASTLE

This is a game that has been around for quite a while and yet not a lot of people have either heard of it or played it and even less people own a copy. Why is this? Is it any good or is it not? That is the question and I intend to answer it.

**I** This month I wanted to have a look at a few of my favourite genre of games and that is of course platform or adventure games. Can't get enough of them, gimme gimme gimme!@#\$%^&\* Well I managed to get my hands on a few. Firstly this little number that I hadn't played before and wondered why and then a couple of games that are quite old now and are going down in price so are really worth checking out. Anyway we'll come to those little beauties later after we've looked a bit more closely at this slightly more questionable game. Well this came out quite a while ago and it slipped straight past most of us. That's not entirely a bad thing as to be honest with you early on I was not overly enamoured with it. If it had been hyped up it really would have been a total let down but as it is it's just a very average to mid-dling platform adventure with an odd little creature wonder-



ing around finding keys and cash and suchlikes. Well there we go then game over. Unfortunately not! I'm going to go into every last little detail to show you what sort of game it is and let's face it where better to start than the storyline behind it. This should be good for a laugh.

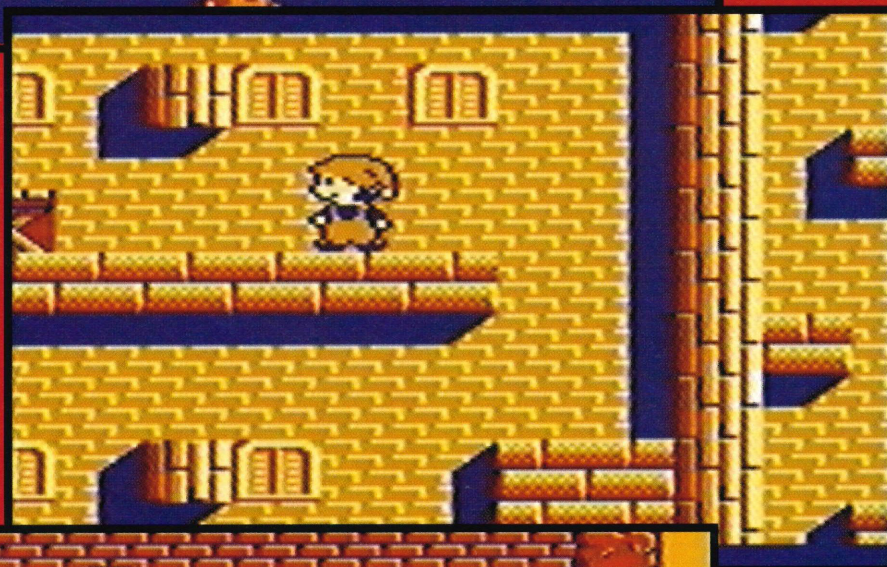
Milon it seems is the name of our little hero and he suffers from some thing of a complex about being useless. This stems from the fact that in this world (Epsilon) no one can talk so they use music to communicate. This can be used to communicate over long distances and this means that they do of course need their musical instruments. Milon is however totally tone deaf and this leaves him pretty much unable to do anything. One day the village that Milon lives in comes under threat and when the head man uses his musical instrument to ask for help from the neighbouring villages. However strangely enough there is no reply of any



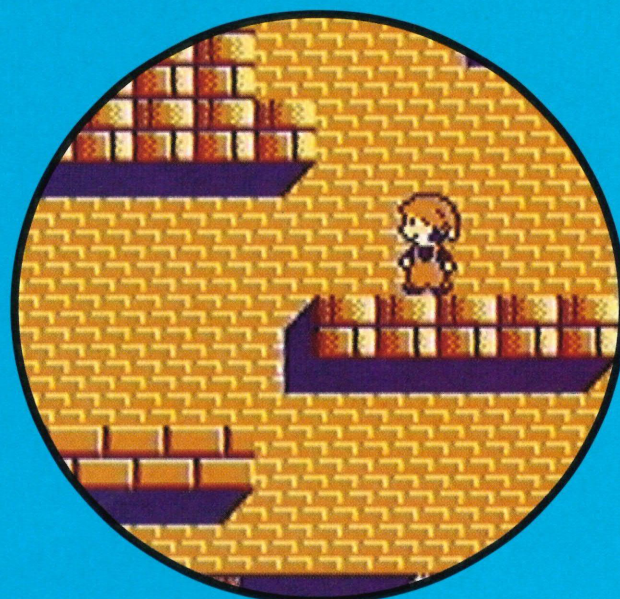
# CASTLE

sort whatsoever, mmm very strange. Well our little hero, and he is little, sets of on his not so merry way to do a little bit of investigating in a last ditch attempt to help out his musical mates despite the fact that he feels useless. Off he trots and soon discovers that a chap called "The evil warlord" has taken all the musical instruments away from the poor little defenceless people. It seems that he has also locked up the lovely queen Eliza. Well yet again it falls upon an unlikely little chap to save the day and take on the role of the hero. Well why not?

Well you will soon be heading off on a big adventure in a very strange land. The first time I played I spent ages on the first screen. This I presume is the scene outside the castle. There are three doors for you to choose from. However I found it very hard to actually get inside these very annoying doors. Eventually by pushing and prodding all the buttons I found my way into a door. Inside a very strange sight met me. It is one of the many "Item Shops" that you find throughout the game. In here I was asked if I







would like some advice. I of course took it not being one to kick a gift horse in the mouth. I was told that I should find a saw? Oh well I'm sure there is a logical reason to this. Anyway it turns out that there are actually four entrances to this castle and two of them are maze rooms. You spend much of your time whizzing around these rooms finding special items that will aid you on your quest. It is also possible to find money which you can then spend on buying more incredibly important items. Honeycomb increases your energy level. If you get a bee and shoot it with your strange shooting balls you will get a protective shield. Hearts that emerge from dead baddies also give you extra power. A key is needed to escape from one of the rooms to get back outside the castle and a balloon again released from a dead baddie will come in very useful when you need to escape. Bonus stages are induced by music boxes and these mean that you

can get more musical power in the form of notes. Well your quest does get a bit more tricky as you go on but you soon find that you get the hang of what's going on. The item shop also

helps. If you shoot certain walls they crumble and reveal coins to you. It's these that you must collect and use to purchase medicine that allows Milon to shrink, Shoes that allow him to

jump nearly twice as high as usual, feathers that make you lighter so you can use the elevators and of course something to slow down your falls in the shape of an air ship. You can





# GB PANEL

## Milon's Secret Castle™

▶ START

PASSWORD



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## MILO'S SECRET CASTLE

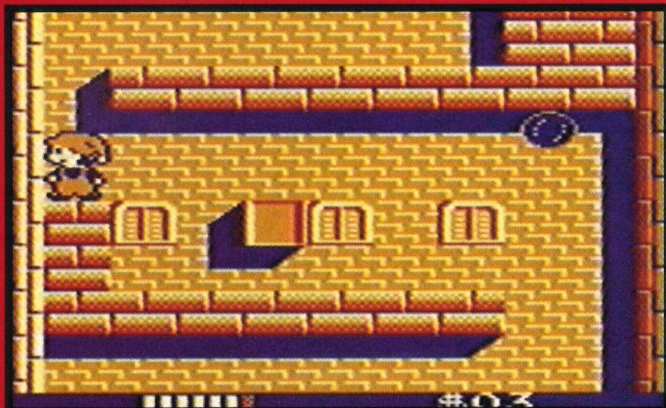
PUBLISHER:

Nintendo

**An almost unheard of game but you may find that it isn't all that bad. Depends on your persuasion really. Let down by poor presentation and initially poor game play but as an adventure game not the worst I've seen.**

also get lamps to show you the way in the dark, a vest to protect you from flames, a hammer to break through walls, a saw to get through windows that are boarded up, colours that make otherwise invisible blocks show up, a sword, even more springy roads and a canteen. You will also come across a crown and a sceptre that you will need to get hold of.

Well essentially this game has some really nice touches. You do need to read the instructions in order to really make the most of the game and this does make it very playable. The fact that there are so many items that you really need to use to get around means that you need to know what they do. The game is let down by pretty poor graphics and the overall presentation isn't the best that I've seen. The game play though initially pretty slow and boring does get better. This is not however so much of an action packed platformer such as the Spiderman games. It's much more of an adventure game that requires you to find icons to continue your way through the mazes and not just icons as an optional extra. This puts it into a different league. It's a shame that no one has heard of little Milon and his secret castle. He doesn't present a very sound commercial image but what I wonder is how successful it would be if you replaced Milon with Mario? The game is pretty much out dated now but if you are of a slightly younger generation then you might really take to this game. So boys and girls go check it out.



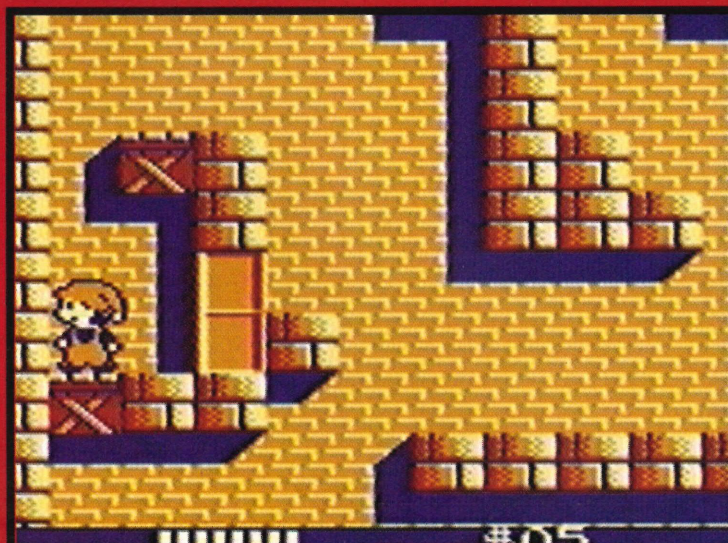
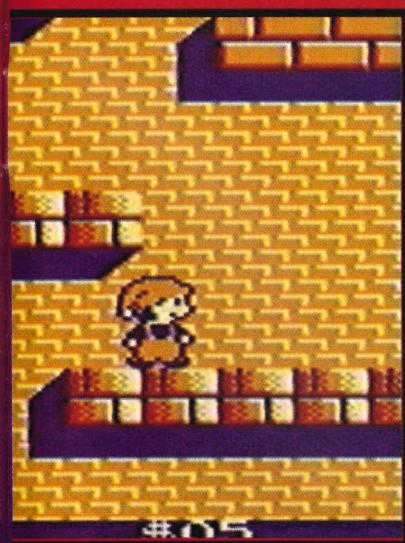
GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

67%





# WRITE HERE WRITE NOW

Here we are again with a whole page dedicated simply to you and whatever you have to say about us, about you or about anything even vaguely connected with the Game Boy world and this Magazine. Again this month we had a pretty full Mail Sack and I'm only sorry that we can't print all of your letters. Here however are a few so remember to keep them coming!

Dear G B Action,  
I have to disagree with what you think Of Nintendo World Cup. Me and my friend have it and we think it's real good. You have a simple game and it is not very hard to control. We think that you should give it a bigger overall score of maybe eighty something. Your FIFA Soccer review was really making it sound good. Is it really that good and should I buy it?

Simon, Lancs

Well young Simon, firstly Nintendo World Cup was lucky in my eyes to even get as much as the seventy four that it was given. To give it a score in the eighties when its up against as much stiff opposition as it is would be criminal. There are a lot of good Football simulators out there and this is not in the upper echelons of this genre of game. As for FIFA yes it really is a pretty good game. All of us here at G B Action really rate it as the best soccer game to hit the small screen. As to whether it's worth buying only you can answer that. If you think that Nintendo's World Cup is great then yes,

you'll love what FIFA has to offer because in my opinion it's much better.

Dear G B Action,  
I'm just writing to ask if you have any plans to do a review or a guide for Jelly Boy as I think that it's really great and would like to see what you have to say about it. Also will you be reviewing more classic platformers as I feel that you still haven't covered some of the real greats, Rick, London

Yes we are intending to cover more classic platformers and we realise that there are still a lot of them out there that deserve some attention that they haven't had for ages. All our specials such as the sporting special and the beat 'em up specials are ongoing ideas and you'll find that we're going to keep on with them until we feel we've covered all the games that we should. As for the Jelly Boy game, well, there's a copy in the office as I write so don't be suprised if you see it in the next few issues.

Dear G B Action,

I'm a long standing Game Boy owner and have most of the games you review. My collection of Game Boy bits and pieces is really big as I've spent a long time collecting as much as possible. I really enjoy my Game Boy still and think it's simply the best portable games machine on the market. However I have never brought or seen in use the Language things made for the Game Boy. I think they're made by Berlitz or somebody. I'm interested as I'm going on holiday to France in two and a half months time. Do you know if there worthwhile and will you be reviewing them even though they're not games?  
Hugh, Bedfordshire

To be honest all of us here know what you're on about and we know nothing about them. However our editor suggested last month that we looked at a couple to see if they are any good. They certainly have the potential to really widen the use of the game Boy so I'm sure that others will be

interested. Hopefully in the next couple of months we'll get our hands on some and at the very least do a feature on them.

Dear G B Action,  
What do you think of the new multi coloured Game Boys? Is it worth spending an extra amount of money on one over a normal style Game Boy?

Mick, Rutland

Well that was very short and to the point. The new Game Boys are in our view excellent. Anything is that breathes a new lease of life into the old Game Boy. Maybe this will prove to the software houses who've stopped making Game Boy games that the Game Boy is far from a spent force. As to whether you should buy one well, Why not?

Dear GB Action,  
I have always thought it strange that a magazine that is so specialised in its readership should have a section on something which really has nothing to do with the rest of the magazine. I am of course referring to the now regular manga feature. Don't get me wrong I really don't have anything against it but I do feel that these two pages could be better used to review more games.

Jamie, Liverpool

Well we realise that there are a few of you out there who don't fully appreciate the Manga section but equally there are some of you who do. Whatever we did there would always be those who didn't approve so we go with the flow. If you read this months Manga Mania then you'll see what our manga Man has to say about this.

That's your lot for this month, see you next time!



# FEATURES

# MANGA!

**W**ell here I am again, but only just. Can you believe it. I've only got the one page this month. I was shocked but there you go. To be honest it's just as well considering the sort of month I've had. I've only had the one Manga video to keep me going all month, I think that I might be suffering some kind of withdrawal symptoms because I'm finding it increasingly hard to get out of bed in the mornings and a day without Manga is a day that I'd prefer to forget. I have however had the pleasure of reading the new "Tank Girl" comic which Manga are involved with and for those of you who haven't read it then I suggest you get out there right now and purchase a copy because it's really quite something. Any way the one film that I was lucky enough to get my hands on was at least something in the region of 100 minutes so it did almost keep me going between playing on my Game Boy.

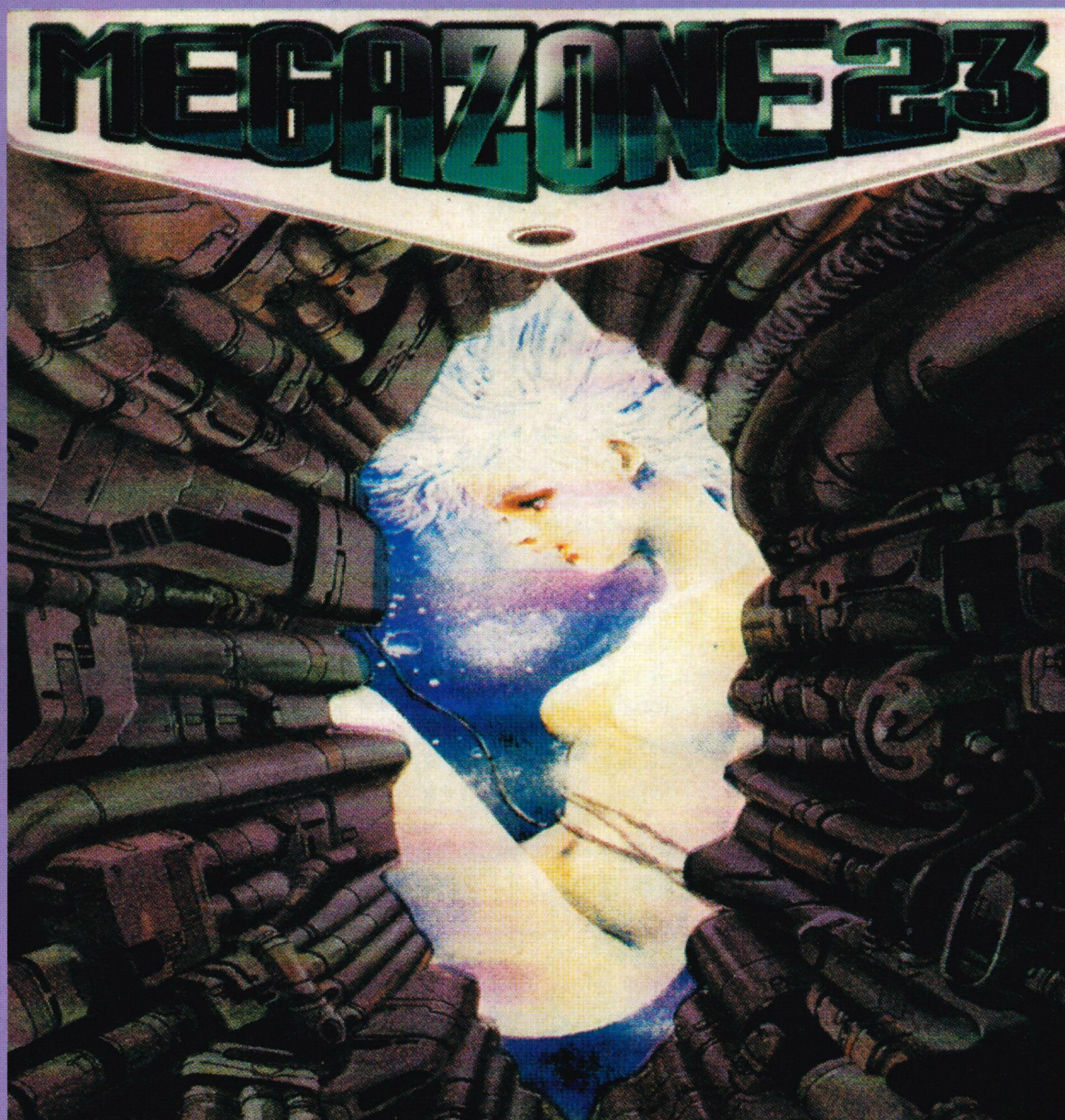
## MEGAZONE 23

Well you guessed it. This is another great animated film based in another slightly different vision of a future world. It seems now though that they are into virtual reality and its future role. Again we have all the necessary ingredients for an ace cartoon (ooh! can I really call it that?) You've got a hero, you also have of course the all important love interest and you've got an overwhelmingly difficult situation that has to be overcome. Chuck in some serious baddies an ancient power a lot of destruction and the all important future society, stir it all around and mix it all up and you get another great offering from those people at Manga. This future earth is not so shaped by the now relatively

outdated concept of nuclear war and the post apocalyptic aftermath but by environmental disasters on a huge scale that have ruined the planet and forced huge sociological changes. Well the hero goes by the name of Eiji Takanaka and is an ex Computer hacker or "netjack-er". He is now an ace virtual reality pilot leading to his move from relative obscurity into the

centre of a whirling melee of power politics, violent struggle and corruption. His love interest goes by the name of Ryo but that's enough about her. The city goes by the name of Eden and it's a sprawling "techno" metropolis. It's governed by the E.X Bureau and a sort of religious nutters SYSTEM. E.X's rivals are the Orange Amusements Corporation and

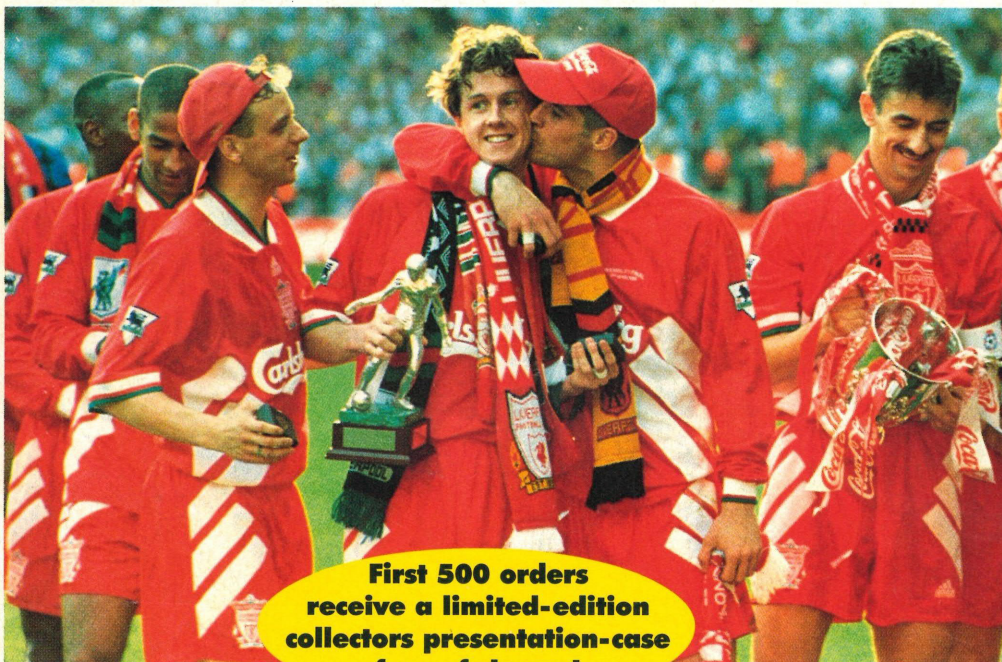
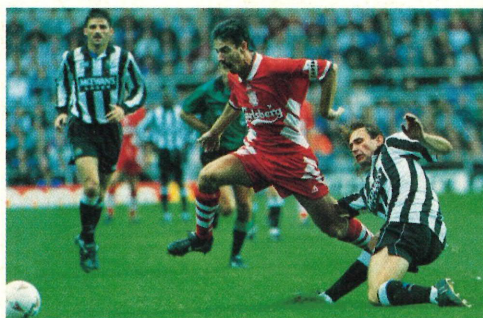
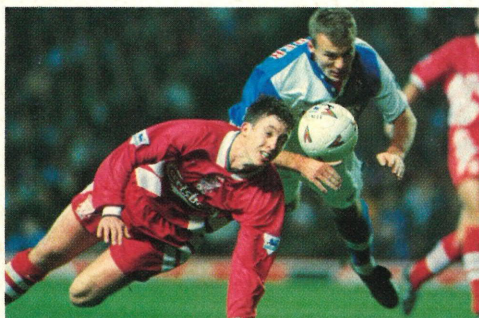
they have serious plans for Eden that don't include the SYSTEM or E.X. Things however get even more complicated, as if we needed them to, and the reawakening of Eve a force from the planets long forgotten past signals the coming changes. This is a serious film and doesn't represent the whole story so there could be more waiting in the wings.





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